

# PATENT LITERATURE FOREIGN BIBLIOGRAPHIC DATABASES:

Set	Items	Description
S1	56881	GAMING? OR CASINO? OR SLOTMACH? OR SLOT()MACHIN? OR SLOT()-
		WAGER? OR SLOT()TYPE()WAGER? OR SLOTTYPE()WAGER? OR WAGER?
OR		BETTING? OR GAMBLING?
S2	8967	GAMBLE? OR LOTTO? OR KENO OR WAGERING? OR BLACKJACK? OR
BI-		NGO OR ROULETTE OR CRAPS
S3	19279	GAME(2W)CHANCE OR CASSINO? OR LOTTERY OR LOTTERIE? OR
BACC-		ARAT? OR VIDEOPOKER? OR VIDEOBLACKJACK? OR
VIDEO()		(BLACKJACK -
		OR POKER)
S4	167	COMPUTERPOKER? OR COMPUTER()POKER? OR VIDEO()ROULETTE?
S5	51956	REWARD? OR WINNINGS OR JACKPOT? OR JACK()POT? ? OR
PRIZE? -		OR PAYOFF? OR PAY()OFF? ? OR REMUNERAT? OR AWARD?
S6	197049	KITTY OR POT OR CHIPS OR BONUS? OR REWARD? OR PAYOUT?
OR -		(PAY OR PAYS OR PAYING OR PAID)()OUT
S7	2661	(PAY OR PAYS OR PAYING OR PAID)()OFF? ? OR REMUNERAT?
S8	475	WINDFALL? OR MONEYBACK? OR CASHBACK OR (MONEY OR
CASH)()BA-		CK OR COINOUT OR COIN()OUT
S9	21692	S1:S4 AND S5:S8
S10	11540	METHOD? OR SYSTEM? OR PROCESS?? OR TECHNIQUE? OR STEPS
OR -		HOW() "TO" OR PROTOCOL? OR MODALIT?
S11	3245	DETAILS OR SPECIFICS OR GUIDELINE? OR PROCEDUR? OR
MANNER?		OR MODE?
S12	32	METHODOLOG?
S13	8558	PLURAL? OR MORE(2W)ONE OR TWO(2W)MORE OR MULTIPLE? OR
MULTI		OR MULTIPLICIT? OR MULTITUD? OR SEVERAL?
S14	1504	MANY OR NUMEROUS?
S15	269	(LESS OR FEWER OR "NOT" OR SHORT OR LESSER()NUMBER OR
LOWE-		R()NUMBER OR LESSER()AMOUNT OR LESSER()NUMBER) (2W) (ALL OR
TOT-		AL OR EVERYONE OR EACH OR FULL()COMPLEMENT? OR EVERY)
S16	738	(OMITTING OR EXCLUDING) (2W) (EACH OR EVERY OR ALL OR
EVERYO-		NE) OR REMAINING OR REMAINDER?
S17	62	(LOWER? OR SMALLER?) () (NUMBER? OR AMOUNT? OR QUANTIT?
OR P-		ORTION? OR SEGMENT? OR GROUP?)

S18 15531 USER? OR PLAYER? OR MULTIPLAYER? OR MULTIUSER? OR  
 GAMER? OR  
 MULTIGAMER? OR SUBSCRIBER? OR ACCOUNT()HOLDER? OR  
 REGISTRANT?  
 S19 2406 ENROLLEE? OR ENROLLER? OR ENTRANT? OR PARTICIPANT? OR  
 NETI-  
 ZEN? OR MEMBER? OR CUSTOMER? OR CLIENT? OR PATRON? ?  
 S20 2100 PERSON? OR PEOPLE? OR INDIVIDUAL? ? OR COMPETIT?R? OR  
 CONT-  
 ESTATE? OR ENDUSER? OR CONSUMER? OR PARTNER?  
 S21 390 LICENSEE? OR OWNER? OR PURCHAS?R? OR PEOPLE? OR  
 ENROLLEE? -  
 OR BUYER?  
 S22 7 WATCHER? OR WEBUSER? OR NETIZEN? OR COLLEAGUE?  
 S23 9520 BONUS? OR SECOND? OR POSTGAME? OR 2ND OR ANOTHER? OR  
 POST(-  
 ) (GAME? OR FIRST()ROUND? OR 1ST()ROUND?) OR EXTRA OR  
 EXTRACUR-  
 RICULAR?  
 S24 2243 SUPPLEMENTAL? OR SUPPLEMENTARY? OR SPECIAL()OTHER OR  
 ADDIT-  
 IONAL? OR AUXILIAR? OR ANCILLAR? OR ALTERNAT? OR ROUND2 OR  
 RO-  
 UNDIWO  
 S25 3737 SUBSEQUENT? OR FOLLOWING OR ENSUE? OR ENSUING OR  
 SUBORDINA-  
 T?  
 S26 5493 AFTER? OR SUCCESSIVE? OR SUCCEEDING OR SUCCESSIVE? OR  
 LATER  
 S27 235 THEREAFTER? OR HEREAFTER OR FORTHCOMING? OR AFTERTIME?  
 OR -  
 AFTERWARD?  
 S28 5196 RANDOM? OR STOCHASTIC? OR HAPHAZARD? OR ADHOC OR  
 AD()HOC OR  
 ARBITRAR? OR LUCK(2W)DRAW OR "BY"()CHANCE  
 S29 49 APERIODIC? OR INTERMITTENT? OR LAW(2W)PROBABILITY?  
 S30 8640 AWARING OR SELECT? OR CHOICE? OR CHOOS? OR CHOSE? OR  
 DEAL-  
 ING OR DEALS OR DEAL OR DEALT OR TURN?()OVER OR HAND?()OUT  
 S31 12441 DISTRIBUT? OR OPT OR OPTS OR OPTING OR OPTION OR  
 PICK??? OR  
 DRAW OR DRAWS OR DREW OR DRAWING  
 S32 6814 DESIGNAT? OR SPECIFY? OR INDICAT??? OR  
 ELECT-  
 ??? OR REQUEST? OR ASSIGN?  
 S33 21 AU=(JACKSON K? OR JACKSON N? OR JACKSON KN OR JACKSON,  
 K? -  
 OR JACKSON, N? OR JACKSON, KN)  
 S34 0 JACKSON(2N) (KATHLEEN OR KATHI OR KATHY OR NYLUND OR  
 KATHIE)  
 S36 20859 IC=(A63F? OR G06F? OR G07F? OR G06K? OR G07D?)  
 S37 16103 MC=(P36? OR T01? OR T05? OR W04? OR P32?)  
 S38 727 S9 AND S13:S14(7N)S18:S22 AND S28:S29(7N) (S30:S32 OR  
 S23:S-  
 27 OR S15:S17)  
 S39 21 S33:S34  
 S40 8 S39 AND AY=1970:2003

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S41      2   S39 NOT AY=2004:2009
S42      8   S40:S41
S43      8   IDPAT (sorted in duplicate/non-duplicate order)
S44      8   IDPAT (primary/non-duplicate records only)
S45     723   S38 NOT S39
S46     642   S45 AND S28:S29(7N)S30:S32
S47      43   S45 AND S15:S17(10N)S18:S22
S48      39   S47 AND S10:S12(10N)S1:S8
S49     552   S46 AND S28:S32 AND S23:S27
S50     552   S49 AND S36:S37
S51     552   S49:S50
S52     8285  S5:S8(7N)S23:S27
S53     370   S51 AND S52
S54      43   S53 AND S15:S17
S55      65   S47:S48 OR S54
S56      59   S55 AND AY=1970:2003
S57      47   S55 NOT AY=2004:2009
S58      59   S56:S57
S59      59   IDPAT (sorted in duplicate/non-duplicate order)
S60      59   IDPAT (primary/non-duplicate records only)
S61     493   S51 NOT S55
S62      11   S61 AND S15:S17 AND S5:S8 AND S23:S27 AND S28:S32
S63     493   S61 AND S23:S27 AND S28:S29 AND S30:S32
S64      0    S63 AND S10:S12 AND (S5:S8 OR S30:S32 OR S28:S29 OR
S23:S27)
S65     427   S63 AND S10:S12
S66     427   S65 AND S23:S27
S67     427   S66 AND S28:S32
S68     427   S67 AND S5:S8
S69      10   S68 AND S15:S17
S70      11   S62 OR S69
S71       9   S70 AND AY=1970:2003
S72       6   S70 NOT AY=2004:2009
S73       9   S71:S72
S74       9   IDPAT (sorted in duplicate/non-duplicate order)
S75       9   IDPAT (primary/non-duplicate records only)
S76     417   S65:S68 NOT S70
S77     417   S76 AND S10:S12
S78     348   S77 AND S10:S12(10N)(S5:S8 OR S28:S29 OR S30:S32)
S79     348   S78 AND (S15:S17 OR S13:S14)(10N)S18:S22
S80     246   S79 AND S23:S27(7N)S5:S8
S81     172   S80 AND AY=1970:2003
S82     121   S80 NOT AY=2004:2009
S83     174   S81:S82
S84     174   IDPAT (sorted in duplicate/non-duplicate order)
S85     174   IDPAT (primary/non-duplicate records only)

```

## ? show files

File 347:JAPIO Dec 1976-2008/Oct(Updated 090220)

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File 350:Derwent WPIX 1963-2009/UD=200919

(c) 2009 Thomson Reuters

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 60/5,K/1 (Item 1 from file: 350)  
 DIALOG(R)File 350: Derwent WPIX  
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0017650312 & & *Drawing available*

WPI Acc no: 2008-E70759/200832

Related WPI Acc No: 2004-281617; 2004-304057; 2005-294745

XRPX Acc No: N2008-369593

**Gaming device e.g. slot machine has activated indicator which shows award symbol of wheel to provide a player with corresponding secondary game award**

Patent Assignee: IGT (IGTI-N)

Inventor: BAERLOCHER A J; HOSTETLER J D; KARSTENS K K; WEBB B S

Patent Family ( 1 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20080096648	A1	20080424	US 2002243459	A	20020912	200832	B
			US 2007961941	A	20071220		

Priority Applications (no., kind, date): US 2002243459 A 20020912; US 2007961941 A 20071220

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20080096648	A1	EN	22	7	Division of application	US 2002243459

#### Alerting Abstract US A1

NOVELTY - A processor simultaneously activates section **indicators** based on a received **wager** from a player. At least one of the different **wagers** causes all of the **indicators** to be activated and at least one of the different **wagers** causes **less than all** of the **indicators** to be activated. Each activated **indicator** shows an **award** symbol of a wheel to provide a player with a corresponding **secondary game award**.

DESCRIPTION - An INDEPENDENT CLAIM is also included for a **gaming device** operating method.

USE - **Gaming device e.g. slot machine.**

ADVANTAGE - Increases the opportunities of players to obtain **awards** and increase the size of the **awards**. Provides several larger **awards** and the opportunity to obtain a very large **award**, thus increasing player enjoyment and excitement.

DESCRIPTION OF DRAWINGS - The **drawing** shows the front perspective view of **gaming device**.

10b **Gaming device**

12 Coin slot

14 Bill acceptor

16 Credit display  
30 Central display unit

**Title Terms /Index Terms/Additional Words:** GAME; DEVICE; SLOT; MACHINE;  
ACTIVATE; INDICATE; SHOW; AWARD; SYMBOL; WHEEL; PLAY;  
**CORRESPOND; SECONDARY**

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0009/24	A	I	F	B	20060101
G07F-0017/32	A	I		R	20060101
A63F-0009/24	C	I	F	B	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32

**US Classification, Current Main:** 463-025000; **Secondary:** 463-020000

**US Classification, Issued:** 46325, 46320

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J30B; T05-H02A; T05-H05E; T05-H08C; W04-R; W04-X02A3; W04-X02C**

**Gaming device e.g. slot machine has activated indicator which shows award symbol of wheel to provide a player with corresponding secondary game award**  
**Original Titles:**GAMING DEVICE HAVING A WHEEL WITH MULTIPLE INDICATORS  
**Alerting Abstract ...NOVELTY -** A processor simultaneously activates section indicators based on a received **wager** from a player. At least one of the different **wagers** causes all of the **indicators** to be activated and at least one of the different **wagers** causes less than **all** of the **indicators** to be activated. Each activated **indicator** shows an **award** symbol of a wheel to provide a player with a corresponding **secondary game award**.  
**DESCRIPTION -** An INDEPENDENT CLAIM is also included for a **gaming device** operating method... **...USE - Gaming device e.g. slot machine. ... ADVANTAGE -** Increases the opportunities of players to obtain **awards** and increase the size of the **awards**. Provides several larger **awards** and the opportunity to obtain a very large **award**, thus increasing player enjoyment and excitement... **...DESCRIPTION OF DRAWINGS -** The **drawing** shows the front perspective view of **gaming device**... **...10b Gaming device Title Terms .../Index Terms/Additional Words:** INDICATE; ... **...AWARD; ... ...SECONDARY Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" **A63F-0009/24... ...G07F-0017/32 A63F-0009/24... ...G07F-0017/32** Manual Codes (EPI/S-X): **T01-J30B...**

...T05-H02A... ..T05-H05E... ..T05-H08C... ..W04-R... ..W04-X02A3... ..W04-X02C Original Publication Data by Authority ArgentinaPublication No. Original Abstracts:A **wagering** game including a wheel and multiple section **indicators**. The wheel includes a plurality of sections having **awards** associated with each of the sections. The section **indicators** associated with the wheel simultaneously **indicate** sections on the wheel. The **awards** associated with the sections **indicated** by the activated section **indicators** are summed and provided to a player. The number of activated section **indicators** is predetermined, **randomly** determined, determined by the player's **wager** in the primary or base game, determined in a primary game or determined by a sub-game or a set. **Claims:**The invention is claimed as follows:1. A **gaming** system comprising;at least one display device;at least one input device;at least one processor; andat least one memory device which stores a... .. least one processor to operate with the at least one display device and the at least one input device to:(a) receive one of a **plurality** of different **wagers** from a **player** for a play of a primary game;(b) display the play of the primary game;(c) provide the player any primary game **awards** determined for the play of the primary game; and(d) if a **designated** triggering event occurs, display a play of a **secondary** game, said **secondary** game including a wheel, a plurality of **award** symbols displayed by the wheel, and a plurality of **indicators** associated with the wheel, said play of the **secondary** game including;(i) simultaneously activating a number of the **indicators**, said number being at least one and based on said received **wager** from the player, wherein at least one of the different **wagers** causes all of the **indicators** to be activated and at least one of the different **wagers** causes **less than all** of the **indicators** to be activated,(ii) for each activated **indicator**, cause said activated **indicator** to **indicate** one of the plurality of **award** symbols of the wheel, and(iii) for each activated **indicator**, provide the player a **secondary** game **award** associated with the **award** symbol **indicated** by said activated **indicator**.>... Basic Derwent Week: 200832...

[division of ]:

PGPUB-DOCUMENT- NUMBER:	20040053660
PGPUB-FILING-TYPE:	new
DOCUMENT-IDENTIFIER:	US 20040053660 A1
TITLE:	Gaming device having a wheel with multiple indicators

PUBLICATION-DATE:	March 18, 2004
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INVENTOR-INFORMATION:

NAME	CITY	STATE	COUNTRY
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Webb, Bayard S.	Sparks	NV	US
Hostetler, John D.	Reno	NV	US
Karstens, Kimberley K.	Reno	NV	US
Baerlocher, Anthony J.	Reno	NV	US

**APPL-NO:** 10/243459

**DATE FILED:** September 12, 2002

**INT-CL-PUBLISHED:** [07] A63F009/24

**INT-CL-CURRENT:**

<b>TYPE</b>	<b>IPC DATE</b>
CIPP	<u>G07 F 17/32</u> 20060101

**US-CL-PUBLISHED:** 463/016

**US-CL-CURRENT:** 463/16

**REFERENCE-FIGURES:** 1A

**ABSTRACT:**

A wagering game including a wheel and multiple section indicators. The wheel includes a plurality of sections having awards associated with each of the sections. The section indicators associated with the wheel simultaneously indicate sections on the wheel. The awards associated with the sections indicated by the activated section indicators are summed and provided to a player. The number of activated section indicators is predetermined, randomly determined, determined by the player's wager in the primary or base game, determined in a primary game or determined by a sub-game or a set.

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 60/5,K/2 (Item 2 from file: 350)  
 DIALOG(R)File 350: Derwent WPIX  
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0016808971 & & *Drawing available*

WPI Acc no: 2007-524035/200751

Related WPI Acc No: 2003-362684; 2003-380674

XRPX Acc No: N2007-402086

**Gaming device e.g. slot machine, for playing e.g. keno game, has input devices displaying initial digits of initial award in one of digit positions of award, where initial digits define amount of initial award**

Patent Assignee: IGT (IGTI-N)

Inventor: BAERLOCHER A J; BLOMQUIST C L; BUSSICK W J; MAYA D; SILVA R N

Patent Family ( 2 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20070117606	A1	20070524	US 2001933843	A	20010820	200751	B
			US 2007626632	A	20070124		
US 7488250	B2	20090210	US 2001933843	A	20010820	200917	E
			US 2007626632	A	20070124		

Priority Applications (no., kind, date): US 2001933843 A 20010820; US 2007626632 A 20070124

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20070117606	A1	EN	25	13	Continuation of application	US 2001933843
					Continuation of patent	US 7172506
US 7488250	B2	EN			Continuation of application	US 2001933843
					Continuation of patent	US 7172506

#### Alerting Abstract US A1

NOVELTY - The device has processors programmed to operate with a central display device (30). A set of input devices displays initial digits of an initial **award** in one of digit positions of the **award**, where the initial digits define an amount of the initial **award**. The input devices display a replacement digit in a **selected** digit position in place of the initial digit in the **selected** digit position, where the replacement digit and **remaining individual** initial digits define an amount of a modified **award**.



USE - Used by a player for playing a game such as slot, poker, **blackjack** and **keno** game.

ADVANTAGE - The device provides **awards** to the player in an exciting and enjoyable **manner**, and enables the player to have an direct impact on determining the player's **award**. The device enables the player to optimize an **award**, and increases the level of player's interaction. The device **selectively** enables the player to keep or modify the **award**.

DESCRIPTION OF DRAWINGS - The **drawing** shows a perspective view of a **gaming** device.

10a **Gaming** device

12 Coin slot

14 Bill acceptor

16 Credit display

18 Pulling arm

20 Play button

22 Bet display

24 Bet one button

26 Cash out button

28 Coin **payout** tray

30 Central display device

34 Reels

56 Payline

**Title Terms** /Index Terms/Additional Words: GAME; DEVICE; SLOT; MACHINE; PLAY; **KENO**; INPUT; DISPLAY; INITIAL; DIGITAL; **AWARD**; ONE; POSITION; DEFINE; AMOUNT

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/00	A	I	F	B	20060101
A63F-0009/24	A	I	F	B	20060101
A63F-0009/24	A	I	L	B	20060101
G06F-0017/00	A	I	L	B	20060101
G06F-0019/00	A	I	L	B	20060101
A63F-0013/00	C	I		B	20060101
A63F-0009/24	C	I		B	20060101
G06F-0017/00	C	I		B	20060101
G06F-0019/00	C	I		B	20060101

ECLA: G07F-017/32

US Classification, Current Main: 463-016000; Secondary: 463-030000

US Classification, Issued: 46316, 46330, 46325, 46316, 46329, 273138.1, 273139

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J08A; T05-H05E; W04-X02A**

Gaming device e.g. slot machine, for playing e.g. keno game, has input devices displaying initial digits of initial award in one of digit positions of award, where initial digits define amount of initial award Original Titles:GAMING DEVICE HAVING AWARD MODIFICATION OPTIONS FOR PLAYER SELECTABLE AWARD DIGITS... ..Gaming device having award modification options for player selectable award digits Alerting Abstract ...NOVELTY - The device has processors programmed to operate with a central display device (30). A set of input devices displays initial digits of an initial award in one of digit positions of the award, where the initial digits define an amount of the initial award. The input devices display a replacement digit in a selected digit position in place of the initial digit in the selected digit position, where the replacement digit and remaining individual initial digits define an amount of a modified award. USE - Used by a player for playing a game such as slot, poker, blackjack and keno game... ..ADVANTAGE - The device provides awards to the player in an exciting and enjoyable manner, and enables the player to have a direct impact on determining the player's award. The device enables the player to optimize an award, and increases the level of player's interaction. The device selectively enables the player to keep or modify the award. ... ..DESCRIPTION OF DRAWINGS - The drawing shows a perspective view of a gaming device... ..10a Gaming device... ..28 Coin payout tray Title Terms .../Index Terms/Additional Words: KENO; ... ..AWARD; Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" A63F-0013/00... ..A63F-0009/24... ..A63F-0009/24... ..G06F-0017/00... ..G06F-0019/00 A63F-0013/00... ..A63F-0009/24... ..G06F-0017/00... ..G06F-0019/00 Manual Codes (EPI/S-X): T01-J08A... ..T05-H05E... ..W04-X02A Original Publication Data by AuthorityArgentinaPublication No. Original Abstracts:A gaming device that has an award modification function for player selectable awards that may be implemented with a primary or bonus game. More specifically, a processor controlled gaming device randomly generates a plurality of positions or digits of an award and enables the player to pick which position or digit receives a first randomly generated number, which digit receives a second randomly generated number, etc., until each of the positions have a number, whereby the gaming device determines the player's ultimate award. A plurality of modification methods can be employed to individually modify the digits of the award. ... .. A gaming device that has an award modification function for player selectable awards that may be implemented with a primary or bonus game. More specifically, a processor controlled gaming device randomly generates a plurality of positions or digits of an award and enables the player to pick which position or digit receives a first randomly generated number, which digit receives a second randomly generated number, etc., until each of the positions have a number, whereby the gaming device determines the player's ultimate award. A plurality of modification methods can be employed to individually

modify the digits of the **award**. **Claims:**The invention is claimed as follows:**1. A gaming device** operable under control of at least one **processor**, said **gaming device** comprising;at least one display device;at least one input device; andsaid at least one processor programmed to operate with said at least one display device and said at least one input device to:(a) display a **plurality of individual** initial digits of an initial **award**, wherein each said initial digit is displayed in one of a **plurality** of digit positions of the **award**, said **individual** initial digits defining an amount of the initial **award**,(b) cause a **selection** of one of the plurality of digit positions,(c) cause a generation of a replacement digit for individually replacing the initial digit displayed in said **selected** digit position, said generation independent of the initial digit in said **selected** digit position, and(d) display the replacement digit in said **selected** digit position in place of the initial digit in said **selected** digit position, wherein said replacement digit and any **remaining** said **individual** initial digits define an amount of a modified **award**. ... .. The invention is claimed as follows: 1. A **gaming device** operable under control of at least one **processor**, said **gaming device** comprising; at least one display device; at least one input device; and said at least one processor programmed to operate with said at least one display device and said at least one input device to: (a) display a **plurality of individual** initial digits of an initial **award**, wherein each said initial digit is displayed in one of a **plurality** of digit positions of the **award**, said **individual** initial digits defining an amount of the initial **award**, (b) cause a **selection** of one of the plurality of digit positions, (c) cause a generation of a replacement digit for individually replacing the initial digit displayed in said **selected** digit position, said generation independent of the initial digit in said **selected** digit position, and (d) display the replacement digit in said **selected** digit position in place of the initial digit in said **selected** digit position, wherein said replacement digit and any **remaining** said **individual** initial digits define an amount of a modified **award**. ... Basic Derwent Week: 200751...

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60/5,K/4 (Item 4 from file: 350)  
DIALOG(R)File 350: Derwent WPIX  
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0014904917 & & *Drawing available*  
WPI Acc no: 2005-252695/200526  
Related WPI Acc No: 2003-420269; 2003-420275; 2003-844278; 2004-409922; 2005-332573; 2005-415570; 2005-457008; 2006-754099  
XRPX Acc No: N2005-208020

**Game machine operation method e.g. for slot machine, involves providing two or more awards that are associated with selections adjacent to selection having accumulated award picked by player**

Patent Assignee: BAERLOCHER A J (BAER-I); KAMINKOW J E (KAMI-I); IGT (IGTI-N)

Inventor: BAERLOCHER A J; KAMINKOW J E

Patent Family ( 2 patents, 1 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20050064929	A1	20050324	US 2001963721	A	20010926	200526	B
			US 2003465482	A	20030619		
			US 2004988165	A	20041111		
US 7338367	B2	20080304				200817	E

Priority Applications (no., kind, date): US 2001963721 A 20010926; US 2003465482 A 20030619; US 2004988165 A 20041111

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20050064929	A1	EN	32	8	Continuation of application	US 2001963721
					Continuation of application	US 2003465482
					Continuation of patent	US 6602137
					Continuation of patent	US 6817944

#### Alerting Abstract US A1

NOVELTY - The **method** involves **randomly** associating several **awards** with **selection** displayed at **several** positions. The **player** is provided with **two** or **more** **awards** that are associated with **selections** adjacent to the **selection** having the accumulated **award** **picked** by the player.

DESCRIPTION - An INDEPENDENT CLAIM is also included for **gaming** machine.

USE - For operating game machine (claimed) such as **slot machine**, poker machine, **keno** machine.

ADVANTAGE - Improves charm of the game and game interest of the player.

DESCRIPTION OF DRAWINGS - The figure shows a front elevational view of the display device in the game device.

30,32 display devices

102 **selection** unit

108 display

110 total **award** display

150 **picked** selector

**Title Terms** /Index Terms/Additional Words: GAME; MACHINE; OPERATE; METHOD; SLOT; TWO; MORE; **AWARD**; ASSOCIATE; **SELECT**; ADJACENT; ACCUMULATE; **PICK**; PLAY

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version

					Date
A63F-0013/00	A	I	F	B	20060101
G07F-0017/32	A	I		R	20060101
G07F-0017/34	A	I		R	20060101
A63F-0013/00	C	I	F	B	20060101
G07F-0017/32	C	I		R	20060101

ECLA: G07F-017/32, G07F-017/34

US Classification, Current Main: 463-016000

US Classification, Issued: 46316

File Segment: EngPI; EPI;

DWPI Class: T05; W04; P36

Manual Codes (EPI/S-X): T05-H05E; T05-H08C; W04-X02A3

**Game machine operation method e.g. for slot machine, involves providing two or more awards that are associated with selections adjacent to selection having accumulated award picked by player** Original Titles: Gaming device having an accumulated award selection bonus scheme Alerting Abstract ...NOVELTY - The method involves randomly associating several awards with selection displayed at several positions. The player is provided with two or more awards that are associated with selections adjacent to the selection having the accumulated award picked by the player. DESCRIPTION - An INDEPENDENT CLAIM is also included for gaming machine... USE - For operating game machine (claimed) such as slot machine, poker machine, keno machine... 102 selection unit... 110 total award display... 150 picked selector Title Terms .../Index Terms/Additional Words: AWARD; ...SELECT; ... PICK; Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" A63F-0013/00... G07F-0017/32... G07F-0017/34 A63F-0013/00... G07F-0017/32 Manual Codes (EPI/S-X): T05-H05E... T05-H08C... W04-X02A3 Original Publication Data by Authority Argentina Publication No. Original Abstracts: A gaming device having a bonus game, where one embodiment of the gaming device includes a display device; a processor that controls the display device; and several selections including awards and at least one accumulated award. The gaming device provides a player with a number of picks to start a game. The player picks selections attempting to obtain awards. If the player picks an accumulated award, the player receives two or more awards that are associated with selections preferably adjacent to the accumulated award. The player continues to pick selections until there are no picks remaining. In another embodiment, the selections include at least one terminator where a player continues to pick selections until the player picks a terminator or until there are no picks remaining. >Claims: The invention is claimed as follows: 1. A method of operating a gaming device, said method comprising: displaying a plurality of selections at a plurality of positions; randomly associating a plurality of awards with said selections; enabling a

player to pick at least one of the selections;providing at least one accumulated award randomly associated with at least one of said selections, wherein said accumulated award is based on at least two of said awards associated with at least two other selections which are positionally adjacent to the selection having the associated accumulated award; andproviding the player with any awards and accumulated awards associated with the selections picked by the player.... Basic Derwent Week: 200526...

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Dialog eLink: [Order File History](#)  
60/5,K/8 (Item 8 from file: 350)  
DIALOG(R)File 350: Derwent WPIX  
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0014442144 & *Drawing available*  
WPI Acc no: 2004-632737/200461  
Related WPI Acc No: 2005-063502  
XRPX Acc No: N2004-499940

**Gaming device, has award sets, each with non-terminating award not causing termination of selected bonus round, and processor to select award set for each level and to select award from selected sets provided to player**

Patent Assignee: IGT (IGTI-N)

Inventor: BAERLOCHER A J

Patent Family ( 1 patents, 1 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 6776711	B1	20040817	US 2000678989	A	20001004	200461	B

Priority Applications (no., kind, date): US 2000678989 A 20001004

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 6776711	B1	EN	18	9	

#### Alerting Abstract US B1

NOVELTY - The device has **award** sets, each with a set of **awards**, where one **award** is a non-terminating **award** not causing a termination of a **selected bonus** round. Set associated with each **award** level has **awards** different than the **awards** in other sets associated with the level. A microprocessor (38) **selects** one set for each level from the sets associated with the level, and **selects an award** from the **selected** sets provided to a player.

USE - Used for playing a game.

ADVANTAGE - The processor **selects the award** set for each level and **selects the award** from the **selected** sets provided to the player, thereby providing initial selections

with relatively low return/risk, and **later selections** with high returns and risk, and hence providing a **player** with **multiple** opportunities to win a high value **award**.

DESCRIPTION OF DRAWINGS - DESCRIPTION OF **DRAWING** - The **drawing** shows a schematic block diagram of an electronic configuration of a **gaming** device.

12 Coin slot

14 Bill acceptor

38 Micro processor

48 Touch screen controller

50 Video controller

**Title Terms** /Index Terms/Additional Words: GAME; DEVICE; **AWARD**; SET; NON; TERMINATE; CAUSE; **SELECT**; **BONUS**; ROUND; PROCESSOR; LEVEL; PLAY

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-013/00			Main		"Version 7"

ECLA: G07F-017/32

US Classification, Current Main: 463-016000; Secondary: 463-025000

US Classification, Issued: 46316, 46325

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J08A**; **T05-H05E**; **T05-H08C**; **W04-X02A3**

**Gaming device, has award sets, each with non-terminating award not causing termination of selected bonus round, and processor to select award set for each level and to select award from selected sets provided to player** Original Titles: Gaming device having a **bonus** round with multiple **random award** generation and multiple return/risk scenarios **Alerting Abstract** ...NOVELTY - The device has **award** sets, each with a set of **awards**, where one **award** is a non-terminating **award** not causing a termination of a **selected bonus** round. Set associated with each **award** level has **awards** different than the **awards** in other sets associated with the level. A microprocessor (38) **selects** one set for each level from the sets associated with the level, and **selects** an **award** from the **selected** sets provided to a player. ...ADVANTAGE - The processor **selects** the **award** set for each level and **selects** the **award** from the **selected** sets provided to the player, thereby providing initial **selections** with relatively low return/risk, and **later selections** with high returns and risk, and hence providing a **player** with **multiple** opportunities to win a high value **award**. ...DESCRIPTION OF DRAWINGS - DESCRIPTION OF **DRAWING** - The **drawing** shows a schematic block diagram of an electronic configuration of a **gaming** device **Title Terms** .../Index Terms/Additional Words: **AWARD**; ...**SELECT**; **BONUS**; Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date **A63F-013/00** Main

"Version 7" Manual Codes (EPI/S-X): **T01-J08A**... ..**T05-H05E**... ..**T05-H08C**...  
 ...**W04-X02A3** Original Publication Data by AuthorityArgentinaPublication No.  
**Original Abstracts:**The present provides a multileveled **bonus** round having a **plurality** of **random** generations, differing average **awards** and differing levels of risk. The **gaming** device contains a **display** that prompts the **player** to select one of a **plurality** of **pick** buttons. **When** the **player** does so, the **game** assigns an **award** set to each **pick** button of the **display**. The game then displays each of the **awards** in the **award** sets so that the **player** can easily recognize the **assignments**. The game **randomly** chooses one of the **awards** from each of the **award** sets and displays the **chosen** awards. The **player's** **award** for any given **level** is thus the **selected** **award** of the **selected** **award** set of the **picked** or **chosen** **pick** button. The **awards** of the present **invention** can be an **award** multiplier, outright base **game** credits or a **bonus** round terminator. A **bonus** round terminator terminates the **bonus** round. The game **proceeds** though all the levels of the round in the manner just described until the game **selects** a **bonus** round terminator or the **player** exhausts all the levels. **Claims:**What is claimed is:1. A **gaming** device having a **bonus** round comprising:a plurality of **award** sets;at least two sequential **award** levels, wherein each **award** level is associated with a different **plurality** of said **award** sets;a plurality of **awards** in each of said **award** sets, wherein at least one **award** in each **award** set is a **non-terminating** **award** that will **not** cause the **termination** of the **bonus** round when **selected** and at least one **award** set associated with each **level** has a **plurality** of **awards** different than the **awards** in the other **award** sets associated with said **level**; and a controller **having** means for sequentially: (a) **selecting** one of the **award** sets for each **award** level from said plurality of **award** sets associated with said **award** level and (b) **selecting** one of said **awards** from each of said **selected** **award** sets to be provided to a **player**.Basic Derwent Week: 200461

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 60/5,K/14 (Item 14 from file: 350)  
 DIALOG(R)File 350: Derwent WPIX  
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0013882100 & *Drawing available*  
 WPI Acc no: 2004-061010/200406  
 Related WPI Acc No: 2007-543325  
 XRPX Acc No: N2004-049417

**Player qualifying method for bonus game in reel slot machine, involves selecting trigger symbols among aligned trigger symbols by player, to accordingly select player for bonus game**  
 Patent Assignee: VANCURA O (VANC-I); PROGRESSIVE GAMING INT CORP (PROG-N)  
 Inventor: VANCURA O

Patent Family ( 2 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type



US 20030228897	A1	20031211	US 2002166976	A	20020610	200406	B
US 7172505	B2	20070206	US 2002166976	A	20020610	200713	E

Priority Applications (no., kind, date): US 2002166976 A 20020610

Patent Details						
Patent Number	Kind	Ln	Pgs	Draw	Filing Notes	
US 20030228897	A1	EN	8	4		

#### Alerting Abstract US A1

NOVELTY - The player selects one of the trigger symbols which are aligned in a predetermined scheme on the reels and the player is qualified for **bonus** game, if selected trigger symbol corresponds to a qualifying trigger symbol.

USE - In reel **slot machine**.

ADVANTAGE - Player is qualified successfully for the **bonus** game.

DESCRIPTION OF DRAWINGS - The figure shows the diagrammatic representation of reel **slot machine**.

**Title Terms** /Index Terms/Additional Words: PLAY; QUALIFY; METHOD; **BONUS**; GAME; REEL; SLOT; MACHINE; SELECT; TRIGGER; SYMBOL; ALIGN; ACCORD

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0009/24	A	I	F	B	20060101
G07F-0017/32	A	I		R	20060101
A63F-0009/24	C	I	F	B	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32

**US Classification, Current Main:** 463-016000, 463-020000

**US Classification, Issued:** 46320, 46316

File Segment: EngPI; EPI;

DWPI Class: T05; P36

Manual Codes (EPI/S-X): T05-H05E

**Player qualifying method for bonus game in reel slot machine, involves selecting trigger symbols among aligned trigger symbols by player, to accordingly select**

**player for bonus game Original Titles:**Slot machine bonus initiated by plural qualifications ... ..**Slot machine bonus** initiated by plural qualifications **Alerting Abstract** ...**NOVELTY** - The player selects one of the trigger symbols which are aligned in a predetermined scheme on the reels and the player is qualified for **bonus** game, if selected trigger symbol corresponds to a qualifying trigger symbol. **USE** - In reel slot machine. ... ..**ADVANTAGE** - Player is qualified successfully for the **bonus** game ... ..**DESCRIPTION OF DRAWINGS** - The figure shows the diagrammatic representation of reel slot machine. **Title Terms** .../Index Terms/Additional Words: **BONUS; Class Codes** Original Publication Data by Authority Argentina**Publication No. Original Abstracts:** A **multi-stage method** qualifies a **player** for a **bonus** game. If two stages are used, the first has the player aligning a combination including at least one trigger symbol. The second stage uses the trigger symbols, reel symbols, other secondary mathematically related elements, or elements associated therewith, to qualify the player for the **bonus** game. The player interacts during the qualification **process** by providing input to the second stage.... A **multi-stage method** qualifies a **player** for a **bonus** game. If two stages are used, the first has the player aligning a combination including at least one trigger symbol. The second stage uses the trigger symbols, reel symbols, other secondary mathematically related elements, or elements associated therewith, to qualify the player for the **bonus** game. The player interacts during the qualification **process** by providing input to the second stage. **Claims:** What is claimed: 1. A **method** of qualifying a player for a **bonus** game on a reel slot machine comprising a base game and a **bonus** game, the **method** of qualifying comprising the steps of: a. aligning in a first stage one or more trigger symbols in a predetermined arrangement on the reels; b. selecting by the player at least one of the trigger symbols in a second stage, and c. qualifying the **player** for the **bonus** game with at least one but **not all** of the trigger symbols when the at least one trigger symbol chosen by the player is a qualifying trigger symbol.... What is claimed:1. A **method** for qualifying a player to play a **bonus** game from play of a **casino** base game, play of the **casino** base game providing a reel spin outcome on a plurality of reels occurring in response to a **wager** from the player, the **casino** base game paying the player an **award** for a winning combination of symbols in the reel spin outcome, and play of the **bonus** game occurring with a **bonus**-game occurrence probability during play of the **casino** base game, the **method** for qualifying comprising: providing in the play of the **casino** base game in response to the **wager** a first stage qualifying arrangement of at least one **bonus** trigger symbol in the plurality of reels of the reel spin outcome, the first stage qualifying arrangement having a first probability of occurrence during play of the **casino** base game; each at least one **bonus** trigger symbol having **randomly** associated therewith either a non-qualifying **bonus** symbol or a **bonus** qualifying symbol;selecting, by the player in the play of the **casino** base game, at least one **bonus** trigger symbol in the first stage qualifying arrangement only in response to when the first stage qualifying arrangement occurs in the provided reel spin outcome;in response to the aforesaid selecting, the **casino** base game then causing each said selected **bonus** trigger symbol in the provided reel spin outcome to turn from the selected trigger symbol to reveal to the **player**, on said **plurality** of reels in said reel spin outcome of the **casino** base game, either the associated non-qualifying **bonus** symbol or the associated **bonus** qualifying symbol;only the revealing of at least one said associated **bonus** qualifying symbol in the reel spin outcome providing a second stage qualifying arrangement in the play of the

casino base game;not providing the second stage qualifying arrangement in the play of the casino base game, and not providing any **award** for said selection, at least when each said selected trigger **bonus** symbol reveals to the player an associated non-qualifying **bonus** symbol;the second stage qualifying arrangement having a second probability of occurrence during play of the casino base game, said **bonus**-game occurrence probability being a product of said first probability of occurrence and said second probability of occurrence, said first probability of occurrence and said... ... being less than one, wherein said first probability of occurrence is less than said second probability of occurrence;commencing play, by the player, of the **bonus** game to receive a **bonus award** only in response to providing said second stage qualifying arrangement during play of the casino base game.Basic Derwent Week: 200406

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60/5,K/17 (Item 17 from file: 350)  
DIALOG(R)File 350: Derwent WPIX  
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0013745776 & & *Drawing available*

WPI Acc no: 2003-844278/200378

Related WPI Acc No: 2003-420269; 2003-420275; 2004-409922; 2005-252695; 2005-332573; 2005-415570; 2005-457008; 2006-754099

XRPX Acc No: N2003-674747

**Game device in networked game system, assigns point to player based on selected selection blocks from each selection set and adds assigned points to points, obtained from adjacent selections**

Patent Assignee: BAERLOCHER A J (BAER-I); IGT (IGTI-N); KAMINKOW J E (KAMI-I)

Inventor: BAERLOCHER A J; KAMINKOW J E

Patent Family ( 2 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20030190942	A1	20031009	US 2001963721	A	20010926	200378	B
			US 2003465482	A	20030619		
US 6817944	B2	20041116	US 2003465482	A	20030619	200475	E

Priority Applications (no., kind, date): US 2001963721 A 20010926; US 2003465482 A 20030619

Patent Details						
Patent Number	Kind	Lang	Pgs	Draw	Filing Notes	
US 20030190942	A1	EN	29	8	Continuation of application	US 2001963721

				Continuation of patent	US 6602137
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# Alerting Abstract US A1

**NOVELTY** - The display (30) **indicates** the **selection** sets (103a-103m) with each containing four **selection** blocks (102). A player **chooses** a **selection** block in each set based on the number of pickings displayed on the display. A specific point for each **chosen selection** block is **assigned** such that the points are added to points obtained from the blocks adjacent to the **selected** blocks.

**USE** - For networked game **system** used in playing slot, **keno** and poker games through computer networks like local area network (LAN), wide area network (WAN) like internet.

**ADVANTAGE** - Excitement level of game is increased, since **player** is provided with **several** opportunities to **pick** a **selection** block and points are **rewarded** appropriately.

**DESCRIPTION OF DRAWINGS** - The figure shows a front view of display unit in game machine.

30 display device

102 **selection** blocks

103a-103m **selection** sets

108 display block

110 point display block

**Title Terms /Index Terms/Additional Words:** GAME; DEVICE; SYSTEM; ASSIGN; POINT; PLAY; BASED; **SELECT**; BLOCK; SET; ADD; OBTAIN; ADJACENT

## Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
G07F-0017/32	A	I		R	20060101
G07F-0017/34	A	I		R	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32, G07F-017/34

**US Classification, Current Main:** 463-016000

**US Classification, Issued:** 46316, 273138.1, 46316

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-N01B1; T05-H05E; T05-H08C; W04-X02A1; W04-X02A3**

**Game device in networked game system, assigns point to player based on selected**

selection blocks from each selection set and adds assigned points to points, obtained from adjacent selections **Original Titles:**Gaming device having an accumulated award selection bonus scheme.... **...**Gaming device having an accumulated award selection bonus scheme **Alerting Abstract** ...**NOVELTY** - The display (30) indicates the selection sets (103a-103m) with each containing four selection blocks (102). A player chooses a selection block in each set based on the number of pickings displayed on the display. A specific point for each chosen selection block is assigned such that the points are added to points obtained from the blocks adjacent to the selected blocks. **USE** - For networked game system used in playing slot, keno and poker games through computer networks like local area network (LAN), wide area network (WAN) like internet.... **...****ADVANTAGE** - Excitement level of game is increased, since player is provided with several opportunities to pick a selection block and points are rewarded appropriately.... **...**102 selection blocks.... **...**103a-103m selection sets.... **Title Terms** .../Index **Terms/Additional Words:** **ASSIGN**; **...** **...****SELECT**; **Class Codes** International Patent Classification **IPC Class Level Scope Position Status Version Date** "Version 7" **G07F-0017/32**.... **...****G07F-0017/34** **G07F-0017/32**.... **Manual Codes (EPL/S-X):** **T01-N01B1**.... **...****T05-H05E**.... **...****T05-H08C**.... **...****W04-X02A1**.... **...****W04-X02A3** **Original Publication Data by Authority****Argentina****Publication No. Original Abstracts:**A gaming device having a bonus game, where one embodiment of the gaming device includes a display device; a processor that controls the display device; and several selections including awards and at least one accumulated award. The gaming device provides a player with a number of picks to start a game. The player picks selections attempting to obtain awards. If the player picks an accumulated award, the player receives two or more awards that are associated with selections preferably adjacent to the accumulated award. The player continues to pick selections until there are no picks remaining. In another embodiment, the selections include at least one terminator where a player continues to pick selections until the player picks a terminator or until there are no picks remaining. **...** **...** A gaming device having a bonus game, where one embodiment of the gaming device includes a display device; a processor that controls the display device; and several selections including awards and at least one accumulated award. The gaming device provides a player with a number of picks to start a game. The player picks selections attempting to obtain awards. If the player picks an accumulated award, the player receives two or more awards that are associated with selections preferably adjacent to the accumulated award. The player continues to pick selections until there are no picks remaining. In another embodiment, the selections include at least one terminator where a player continues to pick selections until the player picks a terminator or until there are no picks remaining. **>Claims:**The invention is claimed as follows:**1.** a gaming device operated under control of a processor, said gaming device comprising:**a** display device;**a** plurality of selections displayed at a plurality of positions by said display device;**a** selector for enabling a player to pick the selections;**a** plurality of awards randomly associated with said selections; and**a** least one accumulated award randomly associated with at least one of said selections, wherein said accumulated award is based on at least two of said awards associated with at least two other selections which are positionally adjacent to the selection having the associated accumulated award, and wherein the player is provided with any awards and accumulated awards associated with the selections picked by the player... **...** The

invention is claimed as follows:1. A gaming device operated under control of a processor, said gaming device comprising:a display device;a plurality of selections displayed at a plurality of positions by the display device;a selector for enabling a player to pick the selections;a plurality of awards randomly associated with the selections; andat least one accumulated award randomly associated with at least one of the selections, wherein said accumulated award is based on at least two of said awards associated with at least two other selections which are directly positionally adjacent to said selection having the associated accumulated award, wherein at least one award associated with at least one of the selections is not part of said accumulated award and wherein the player is provided with any awards and accumulated awards associated with the selections picked by the player.... Basic Derwent Week: 200378...

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60/5,K/18 (Item 18 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0013682079 & & *Drawing available*

WPI Acc no: 2003-778759/200373

Related WPI Acc No: 2003-417275; 2005-314636

XRPX Acc No: N2003-624184

**Casino game playing method involves allowing player to choose object continuously, when casino game does not end in response to random ending**

Patent Assignee: MIKOHN GAMING CORP (MIKO-N); VANCURA O (VANC-I)

Inventor: VANCURA O

Patent Family ( 2 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20030195030	A1	20031016	US 2001908658	A	20010718	200373	B
			US 2003434807	A	20030508		
US 6843721	B2	20050118	US 2003434807	A	20030508	200506	E

Priority Applications (no., kind, date): US 2001908658 A 20010718; US 2003434807 A 20030508

Patent Details							
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes		
US 20030195030	A1	EN	6	1	Continuation of application	US 2001908658	
					Continuation of patent	US 6561899	

### Alerting Abstract US A1

**NOVELTY** - The method involves **awarding** the associated **award** to a player in the **casino** game, when an object **chosen** by the player is successful, and the game is ended **randomly**. The player is allowed to **chose another** object continuously, when the game does not end **after random** ending process.

**USE** - For playing **casino** game.

**ADVANTAGE** - The length of game is controlled by the chance of ending the game **after** each player **choice**.

**DESCRIPTION OF DRAWINGS** - The figure shows the flowchart explaining the **casino** game playing method.

**Title Terms /Index Terms/Additional Words:** CASINO; GAME; PLAY; METHOD; ALLOW; **CHOICE**; OBJECT; CONTINUOUS; END; RESPOND; **RANDOM**

### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-013/00; A63F-009/24			Main		"Version 7"
G06F-017/00; G06F-019/00			Secondary		"Version 7"

**ECLA:** G07F-017/32

**US Classification, Current Main:** 463-016000; Secondary: 273-249000, 273-256000

**US Classification, Issued:** 46316, 46316, 273256, 273249

File Segment: EngPI; EPI;

DWPI Class: T05; W04; P36

Manual Codes (EPI/S-X): **T05-H05E; T05-H08C; W04-X02E**

**Casino game playing method involves allowing player to choose object continuously, when casino game does not end in response to random ending Original**

**Titles:**Method for casino game... ..Method for casino game **Alerting Abstract**

...**NOVELTY** - The method involves **awarding** the associated **award** to a player in the **casino** game, when an object **chosen** by the player is successful, and the game is ended **randomly**. The player is allowed to **chose another** object continuously, when the game does not end **after random** ending process. **USE** - For playing **casino** game...

...**ADVANTAGE** - The length of game is controlled by the chance of ending the game **after** each player **choice**. ... ..**DESCRIPTION OF DRAWINGS** - The figure shows the flowchart explaining the **casino** game playing method. **Title Terms /Index**

**Terms/Additional Words:** CASINO; ... ..**CHOICE**; ... ..**RANDOM** **Class Codes**  
International Patent Classification IPC Class Level Scope Position Status Version Date  
**A63F-013/00... ..A63F-009/24** Main "Version 7" **G06F-017/00... ..G06F-019/00**

Manual Codes (EPI/S-X): **T05-H05E... ..T05-H08C... ..W04-X02E** Original  
Publication Data by AuthorityArgentina**Publication No. Original Abstracts:**A method of playing a **casino** game by a **player** for monetary **reward** has steps including **offering**

the **player a plurality of choices**, each of which has a probability of success and associated **award**. The method allows the **player to make a choice and awards the player the associated award** if the **choice is successful**. The **steps** of offering, allowing and **awarding** are repeated until the **player successfully chooses all the choices**. Alternately, the method of **playing a casino game by a player for monetary reward**, the method includes **steps** of offering the **player a plurality of objects**, each of which has a probability of success and associated **award**. The method repeats the **steps** of allowing the **player to choose an object, awarding the player the associated award if the choice is successful and ending the bonus game if the plurality of objects have all been successfully chosen**, otherwise randomly determining if the **bonus game shall end until the bonus game ends**. Also the method could randomly determining if the **bonus game shall end if the plurality of objects have not all been successfully chosen**. ... .. A method of playing a **casino game** by offering a **player a plurality of objects**, each of which has a probability of success and associated **award**. The **player chooses an object and receives the associated award when the chosen object is successful**. The **player continues to chose objects until the casino game ends**. Ending may **occur randomly after each object is chosen**, upon all **chosen objects resulting in a success, or upon the player choosing a fixed number of objects**. **Claims:**I claim:1. A method of playing a **casino game** comprising:offering a **plurality of objects to a player of the casino game, each of the plurality of objects having a probability of success and an associated award,allowing the player to chose an object from the plurality of objects offered in the casino game,awarding in the casino game the associated award to the player when the chosen object is successful based on the probability of success of the aforesaid chosen object,randomly ending the casino game after the chosen object is chosen by the player,continuing to allow the player to chose another object from the plurality of objects when the casino game does not end in response to the aforesaid random ending**.I claim:1. A method of playing a **casino game** comprising:offering a **plurality of objects to a player of the casino game, each of the plurality of objects having a probability of success and an associated award,allowing the player to chose an object from the plurality of objects offered in the casino game,awarding in the casino game the associated award to the player when the chosen object is successful based on the probability of success of the aforesaid chosen object,randomly ending the casino game after the chosen object is chosen by the player,continuing to allow the player to chose another object from the plurality of objects when the casino game does not end in response to the aforesaid random ending.>... Basic Derwent Week: 200373...**

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**Dialog eLink: [Order File History](#)**  
60/5,K/23 (Item 23 from file: 350)  
DIALOG(R)File 350: Derwent WPIX  
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0013413789  
WPI Acc no: 2003-504170/200347  
Related WPI Acc No: 2004-256197  
XRPX Acc No: N2003-400325



**Lottery game conducting method e.g. for Keno lotteries , involves calculating accumulation number for entry made by player by comparing player selected number with definite randomly generated numbers**

Patent Assignee: HIGGINSON H C (HIGG-I); TRACE PUBLISHING CO (TRAC-N)

Inventor: HIGGINSON H C

Patent Family ( 4 patents, 100 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20030080507	A1	20030501	US 2001343293	P	20011026	200347	B
			US 2002360558	P	20020226		
			US 2002280981	A	20021025		
US 6793219	B2	20040921	US 2002280981	A	20021025	200462	E
WO 2004096391	A1	20041111	WO 2003US12494	A	20030423	200474	NCE
AU 2003228652	A1	20041123	AU 2003228652	A	20030423	200510	NCE
			WO 2003US12494	A	20030423		

Priority Applications (no., kind, date): US 2001343293 P 20011026; US 2002360558 P 20020226; US 2002280981 A 20021025; WO 2003US12494 A 20030423; AU 2003228652 A 20030423

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20030080507	A1	EN	7	0	Related to Provisional	US 2001343293
					Related to Provisional	US 2002360558
WO 2004096391	A1	EN				
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SC SD SE SG SK SL TJ TM TN TR TT TZ UA UG UZ VC VN YU ZA ZM ZW					
Regional Designated States,Original	AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NL OA PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
AU 2003228652	A1	EN			PCT Application	WO 2003US12494
					Based on OPI patent	WO 2004096391

**Alerting Abstract US A1**

NOVELTY - A set of numbers of predefined length is **randomly** generated when a

player **selects** a set of numbers of an allowed range, constituting an entry. An accumulation number for the entry is calculated by comparing **randomly** generated numbers with numbers **selected** by the player. The players are **awarded a prize** if the calculated accumulation number is larger than a qualifying threshold.

USE - For conducting **lottery** game e.g. **Keno** **lotteries**, state run **lotteries**.

ADVANTAGE - Enables conducting the **lottery** game in a simple manner, thus attracting more players. Since an accumulation **option** is added to the ticket of players, the winning chance is increased.

**Title Terms** /Index Terms/Additional Words: LOTS; GAME; CONDUCTING; METHOD; **KENO**; CALCULATE; ACCUMULATE; NUMBER; ENTER; MADE; PLAY; COMPARE; **SELECT**; DEFINITE; **RANDOM**; GENERATE

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-003/00; A63F-003/06			Main		"Version 7"

ECLA: A63F-003/06

US Classification, Current Main: 273-269000

US Classification, Issued: 273269, 273269, 46318

File Segment: EngPI; EPI;

DWPI Class: T05; W04; P36

Manual Codes (EPI/S-X): **T05-F**; **W04-X02G**

**Lottery game conducting method e.g. for Keno lotteries** , involves calculating accumulation number for entry made by player by comparing player selected number with definite randomly generated numbers Original

**Titles:** ACCUMULATION VARIATION OF LOTTERY-STYLE GAMES OF CHANCE... ..Accumulation variation of **lottery**-style games of chance... ..ACCUMULATION VARIATION OF LOTTERY-STYLE GAMES OF CHANCE... **Alerting Abstract**

...NOVELTY - A set of numbers of predefined length is **randomly** generated when a player **selects** a set of numbers of an allowed range, constituting an entry. An accumulation number for the entry is calculated by comparing **randomly** generated numbers with numbers **selected** by the player. The players are **awarded a prize** if the calculated accumulation number is larger than a qualifying threshold. USE - For conducting **lottery** game e.g. **Keno** **lotteries**, state run **lotteries**. ... ..ADVANTAGE - Enables conducting the **lottery** game in a simple manner, thus attracting more players. Since an accumulation **option** is added to the ticket of players, the winning chance is increased. **Title Terms** .../Index Terms/Additional Words: **KENO**; ... ..**SELECT**; ... ..**RANDOM**; Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date **A63F-003/00**... ..**A63F-003/06** Main "Version 7" Manual

Codes (EPI/S-X): **T05-F...** ... **W04-X02G** Original Publication Data by Authority Argentina **Publication No. Original Abstracts:** A variation of a **lottery-type game of chance** where **each drawing is not only a stand-alone event**, but **each entry is also valid for a defined number of accumulation rounds**. The numbers **selected for the entry are** then compared to a predefined number of consecutive drawings. The total number of matches (or "hits") during all of these accumulation rounds is used to determine if the entry is a winner. This variation can be conducted alongside the standard **lottery-type game without interference** and entries can begin and end their accumulation period at different times during the duration of the game... ... A variation of a **lottery-type game of chance** where each **drawing is not only a stand-alone event**, but **each entry is also valid for a defined number of accumulation rounds**. The numbers **selected for the entry are** then compared to a **predefined** number of consecutive drawings. The total number of matches (or "hits") during all of these accumulation rounds is used to determine if the entry is a winner. This variation can be conducted alongside the standard **lottery-type game without interference** and entries can begin and end their accumulation period at different times during the duration of the game... ... A variation of a **lottery-type game of chance** where each **drawing is not only a stand-alone event**, but **each entry is also valid for a defined number of accumulation rounds**. The numbers **selected for the entry are** then compared to a predefined number of consecutive drawings. **The** total number of matches (or "hits") during all of these accumulation rounds is used to determine if the entry is a winner. This variation can be conducted alongside the standard **lottery-type game without interference** and entries can begin and end their accumulation period at different times during the duration of the game... ... non seulement les differents dessins representent individuellement un evenement autonome mais aussi chaque entree est valable pour un certain nombre de tours accumules. Les numeros **selectionnes** pour l'entree sont ensuite compares a un nombre predefini de dessins consecutifs. Le nombre total de correspondances (**ou de <= coups reussis >=**) realisees au cours de ces tours d'accumulation est utilise pour determiner si l'entree est gagnante. Cette variante peut etre executee... **Claims:** What is claimed is: 1. A method of conducting a **lottery-style game of chance** comprising the steps of: **having a player select a first set of numbers** constituting an entry; **randomly generating a plurality of second sets of numbers**; calculating an accumulation number **for said entry** by comparing it with a defined number of said **plurality of second sets of numbers**; **awarding said player a prize** if said accumulation number **for said entry** is higher than a qualifying threshold.... ... What is claimed is: 1. A method of conducting a **lottery-style game of chance** comprising the steps of: **having a player select a first set of numbers** constituting an entry; **randomly generating a plurality of second sets of numbers**; **calculating an accumulation number for said entry** by comparing it with a **defined** number of said plurality of **second sets of numbers**; **awarding said player a prize** if said accumulation number for said entry is higher than a qualifying threshold. Basic Derwent Week: 200347

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**Dialog eLink:** [Order File History](#)  
60/5,K/33 (Item 33 from file: 350)  
DIALOG(R)File 350: Derwent WPIX  
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0012903412 & Drawing available

WPI Acc no: 2002-119469/200216

XRPX Acc No: N2002-089736

**Internet based lottery prize system displays possible numbers for winning lottery prize based on prize winning aspect decided in accordance with random lottery process result in client terminal**

Patent Assignee: ARUZE CORP (ARUZ-N); ARUZE KK (ARUZ-N)

Inventor: OKADA K

Patent Family ( 7 patents, 24 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
JP 2001357168	A	20011226	JP 2000175188	A	20000612	200216	B
WO 2003050738	A1	20030619	WO 2001JP10908	A	20011212	200350	NCE
AU 2002222623	A1	20030623	AU 2002222623	A	20011212	200420	NCE
			WO 2001JP10908	A	20011212		
EP 1462969	A1	20040929	EP 2001274965	A	20011212	200463	NCE
			WO 2001JP10908	A	20011212		
US 20050033649	A1	20050210	US 2004497532	A	20040610	200512	NCE
			WO 2001JP10908	A	20011212		
JP 3980813	B2	20070926	JP 2000175188	A	20000612	200765	E
AU 2002222623	B2	20080508	AU 2002222623	A	20011212	200860	NCE

Priority Applications (no., kind, date): JP 2000175188 A 20000612; WO 2001JP10908 A 20011212; EP 2001274965 A 20011212; AU 2002222623 A 20011212; US 2004497532 A 20040610

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
JP 2001357168	A	JA	20	26		
WO 2003050738	A1	JA				
National Designated States,Original	AU US ZA					
Regional Designated States,Original	AT BE CH CY DE DK ES FI FR GB GR IE IT LU MC NL PT SE TR					
AU 2002222623	A1	EN			PCT Application	WO 2001JP10908
					Based on OPI patent	WO 2003050738

EP 1462969	A1	EN		PCT Application	WO 2001JP10908
				Based on OPI patent	WO 2003050738
Regional Designated States, Original	AT BE CH CY DE DK ES FI FR GB GR IE IT LI LU MC NL PT SE TR				
US 20050033649	A1	EN		PCT Application	WO 2001JP10908
JP 3980813	B2	JA	27	Previously issued patent	JP 2001357168
AU 2002222623	B2	EN		Based on OPI patent	WO 2003050738

### Alerting Abstract JP A

NOVELTY - A **random lottery** execution unit executes a **random number lottery process** based on data input from a client terminal (2). A notification unit controls the client terminal to display the possible numbers for winning the **lottery prize** based on the **prize** winning aspect decided in accordance with the **random lottery process** result. USE - Internet based **lottery prize system**.

ADVANTAGE - The possible numbers for winning the **lottery prize** is clearly and quickly displayed on the client terminal and hence charm is improved.

DESCRIPTION OF DRAWINGS - The figure shows schematic diagram of the network of the **lottery system**. (**Drawing** includes non-English language text).

2 Client terminal

**Title Terms** /Index Terms/Additional Words: BASED; LOTS; **PRIZE**; SYSTEM; DISPLAY; POSSIBILITY; NUMBER; WINNING; ASPECT; DECIDE; ACCORD; **RANDOM**; PROCESS; RESULT; CLIENT; TERMINAL

### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0003/08	A	I	F	B	20060101
A63F-0003/08	A	I	F	R	20060101
G06Q-0010/00	A	I	L	B	20060101
G06Q-0010/00	A	I	L	R	20060101
G06Q-0030/00	A	I	L	B	20060101
G06Q-0030/00	A	I	L	R	20060101
G06Q-0050/00	A	I	F	B	20060101
G06Q-0050/00	A	I	L	B	20060101
G06Q-0050/00	A	I	L	R	20060101
G07C-0015/00	A	I	L	B	20060101

G07C-0015/00	A	I	L	R	20060101
G07F-0017/32	A	I	L	B	20060101
G07F-0017/32	A	I		R	20060101
A63F-0003/08	C	I	F	B	20060101
A63F-0003/08	C	I	F	R	20060101
G06Q-0010/00	C	I	L	B	20060101
G06Q-0010/00	C	I	L	R	20060101
G06Q-0030/00	C	I	L	B	20060101
G06Q-0030/00	C	I	L	R	20060101
G06Q-0050/00	C	I	F	B	20060101
G06Q-0050/00	C	I	L	B	20060101
G06Q-0050/00	C	I	L	R	20060101
G07C-0015/00	C	I	L	B	20060101
G07C-0015/00	C	I	L	R	20060101
G07F-0017/32	C	I	L	B	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32, G07F-017/32D

**US Classification, Current Main:** 705-026000

**US Classification, Issued:** 70526

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-E04; T05-F**

**Internet based lottery prize system displays possible numbers for winning lottery prize based on prize winning aspect decided in accordance with random lottery process result in client terminal ...Original Titles:PREMIUM DRAWING SYSTEM...  
...GIFT LOTTERY SYSTEM Prize random selection/lottery system ... ..Premium drawing system.... ..PREMIUM DRAWING SYSTEM Alerting Abstract ...NOVELTY**  
- A **random lottery** execution unit executes a **random number lottery process** based on data input from a client terminal (2). A notification unit controls the client terminal to display the possible numbers for winning the **lottery prize** based on the **prize** winning aspect decided in accordance with the **random lottery process** result. USE - Internet based **lottery prize system**. ... ..ADVANTAGE - The possible numbers for winning the **lottery prize** is clearly and quickly displayed on the client terminal and hence charm is improved.... ..DESCRIPTION OF DRAWINGS - The figure shows schematic diagram of the network of the **lottery system**. (Drawing includes non-English language text **Title Terms** .../Index Terms/Additional Words; **PRIZE**; ... ..**RANDOM**; **Class Codes**  
International Patent Classification IPC Class Level Scope Position Status Version Date

"Version 7" A63F-0003/08... ..A63F-0003/08... ..G07F-0017/32... ..G07F-0017/32  
A63F-0003/08... ..A63F-0003/08... ..G07F-0017/32... ..G07F-0017/32 Manual Codes  
(EPI/S-X): T01-E04... ..T05-F Original Publication Data by

Authority Argentina Publication No. **Original Abstracts:** A **prize-lottery system 3** provides a **prize** offering **lottery** function to a qualified participant, by using a client terminal 2 connected to the Internet 1 as an input/output device. The **prize-lottery system 3** is provided with a **random number selection** executing means for executing **random number selection** processing based on information received from the client terminal 2, and a winning mode notifying means for causing the client terminal 2 to display effect images constituting a story based on a winning mode determined as a result of the **random number selection** processing... .. This invention relates to the **prize random selection/lottery system** which implement achieves **random selection/lottery** with a **prize** (The thing about the profits on goods and money other economy) interactively between the client terminals connected to the internet netnetwork.(A) According to invention of Claim 1, let client terminal connected to internet netnetwork be input output device as mentioned above,A **prize random selection/lottery** system provided with the **prize random selection/lottery** apparatus which performs **random selection/lottery** with a **prize** with respect to a participating qualified person based on the information received from the client terminal WHEREIN: The **random-number random selection/lottery** executing means which a **prize random selection/lottery** apparatus receives information from a client terminal, and makes perform a **random-number random selection/lottery** processing using a predetermined **random selection/lottery** table,A relationship with the **prize** corresponding to several predetermined story expansion/deployments and a predetermined story expansion/deployment of these some is displayed as a list,The production/presentation determination means which determines the story expansion/deployment **selected** from the **client** terminal,The **remaining** number of the **prize** which can be **prize**-won is sequentially displayed on a client terminal,A production/presentation screen with the story line according to the **prize**-winning aspect decided as a result of **random-number random selection/lottery** is developed by the story expansion/deployment determined by the production/presentation determination means,The notification means of a **prize**-winning aspect displayed on a **client** terminal By having provided these, if the **remaining** number of the **prize** which can be **prize**-won can notify a participating qualified person, a participating qualified person will estimate a result beforehand,When convinced, it can participate in **random selection/lottery**, and I can have you enjoy a notification process until the content of the **random selection/lottery** result becomes clear by a **random selection/lottery** participant.(B) According to invention of Claim 2, as mentioned above notification means of **prize**-winning aspect By providing the **prize selection** part which receives **selection** of the **prize** from a client terminal, or a **prize** group with the priority of the **prize selection** at the time of **prize** winning prior to execution of **random selection/lottery** operation/movement, a user-friendly thing can be provided by enabling positive participation to **random selection/lottery**.(C) When **prize**-winning aspect with final **prize selection** part has allocation of kind of several kinds or many of **prize** as mentioned above according to invention of Claim 3,It can be made to satisfy enough to the fine prejudice with respect to the specification of a **random selection/lottery** participant's **prize** by a participating qualified person's wishing to have either **prize**, or making it

**select** before execution of **random selection/lottery** operation/movement, or **prize-winning** aspect decision, or **after prize-winning** aspect decision.(D) According to invention of Claim 4, notification means of **prize-winning** aspect as mentioned above by having character moving part to which character which comes into play in production/presentation screen of **prize-winning** aspect according to instruction/indication from client terminal is moved.A user-friendly thing can be provided rather than enabling positive participation to **random selection/lottery**.(E) According to invention of Claim 5, notification means of **prize-winning** aspect as mentioned above by having advertisement display part which displays sponsor advertisement which provides **prize** on production/presentation screen displayed on client terminal.That is, when a **random selection/lottery** participant's interest level can display sponsor advertisement into the production/presentation screen at which it is gazing highly, advertising effectiveness higher than before is expectable.(F) According to invention of Claim 6, advertisement display part by having made it display advertisement of **prize** itself on production/presentation screen as mentioned above.That is, when a **random selection/lottery** participant's interest level can display the advertisement of a **prize** into the production/presentation screen at which it is gazing highly, advertising effectiveness higher than before is expectable.(G) According to invention of Claim 7, notification means of **prize-winning** aspect as mentioned above by having special aspect screen display part to which shape, color, and/or operation/movement of character which comes into play in production/presentation screen are changed according to **prize-winning** aspect.The feeling of expectation with respect to a **random selection/lottery** result is made only to the change of the character at which the **random selection/lottery** participant is gazing with a still higher thing.(H) As mentioned above, according to invention of Claim 8, when an aspect screen display part changes a character shape to the shape of a **prize** according to a final **prize-winning** aspect specially, the advertising effectiveness of a **prize** can be raised more only to the change of the character at which the **random selection/lottery** participant is gazing.(I) According to invention of Claim 9, notification means of **prize-winning** aspect uses partial area/region of production/presentation screen, or display area/region for exclusive use as mentioned above.By having notified the participating qualified person of the possibility of **prize** winning in **steps**, the **random selection/lottery** participant in all age groups can be simply notified of the possibility of **prize** winning.(J) According to invention of Claim 10, the notification means of a **prize-winning** aspect can notify simply the **random selection/lottery** participant in all age groups of the possibility of **prize** winning as mentioned above by having notified the participating qualified **person** of the possibility of **prize** winning using **several steps** of sound effects... ... A **prize-lottery system 3** provides a **prize** offering **lottery** function to a qualified participant, by using a client terminal **2** connected to the Internet **1** as an input/output device. The **prize-lottery system 3** is provided with a **random number selection** executing means for executing **random number selection** processing based on information received from the client terminal **2**, and a winning mode notifying means for causing the client terminal **2** to display effect images constituting a story based on a winning mode determined as a result of the **random number selection** processing... ... A **premium drawing** system (3) having a **premium drawing** function of giving an entitled participant a title to **draw** by using a client terminal (2) connected with the Internet (1) as an input/output device. The **premium**



drawing system (3) comprises random number drawing means for executing a random number drawing on the basis of the information inputted through the client terminal (2), and prize mode notifying means for displaying a directed screen for staging a story on the client terminal (2) on the basis of the prize mode determined as a result of the random number drawing. Claims: A prize-lottery system for providing a prize offering lottery function to a qualified participant, by using a client terminal connected to the Internet as an input/output device, the prize-lottery system comprising: a random number selection executing means for executing random number selection processing based on information received from the client terminal; and a winning mode notifying means for causing the client terminal to display effect images constituting a story, based on a winning mode determined as a result of the random number selection processing...

... Let the client terminal connected to the internet network be an input output device, A prize random selection/lottery system provided with the prize random selection/lottery apparatus which performs random selection/lottery with a prize with respect to a participating qualified person based on the information received from the said client terminal WHEREIN: The said prize random selection/lottery apparatus The random-number random selection/lottery executing means which receives information from the said client terminal and performs a random-number random selection/lottery processing using a predetermined random selection/lottery table, A relationship with the prize corresponding to several predetermined story expansion/deployments and a predetermined story expansion/deployment of these some is displayed as a list, The production/presentation determination means which determines the story expansion/deployment selected from the said client terminal, The remaining number of the prize which can be prize-won is sequentially displayed on the said client terminal, A production/presentation screen with the story line according to the prize-winning aspect decided as a result of random-number random selection/lottery is developed by the story expansion/deployment determined by the said production/presentation determination means, The notification means of a prize-winning aspect displayed on the said client terminal It has these, The prize random selection/lottery system characterized by the above-mentioned... 1. A prize-lottery system for providing a prize offering lottery function to a qualified participant, by using a client terminal connected to the Internet as an input/output device, the prize-lottery system comprising: a random number selection executing means for executing random number selection processing based on information received from the client terminal; and a winning mode notifying means for causing the client terminal to display effect images constituting a story, based on a winning mode determined as a result of the random number selection processing Basic Derwent Week: 200216

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Dialog eLink: [Order File History](#)

60/5,K/36 (Item 36 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0012764904 & & Drawing available

WPI Acc no: 2002-618573/200266

Related WPI Acc No: 2004-419254

XRPX Acc No: N2002-489734

**Aggregate gaming event participation facilitating method in slot device, involves generating random number set for each gaming activity event corresponding to individual payout result and providing collective payout result**

Patent Assignee: KING SHOW GAMES LLC (KING-N)

Inventor: BERMAN B

Patent Family ( 2 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20020094855	A1	20020718	US 2001759900	A	20010112	200266	B
US 6709331	B2	20040323	US 2001759900	A	20010112	200421	E

Priority Applications (no., kind, date): US 2001759900 A 20010112

Patent Details					
Patent Number	Kind	Lang	Pgs	Draw	Filing Notes
US 20020094855	A1	EN	21	10	

#### Alerting Abstract US A1

NOVELTY - A **random** number set is generated for each **gaming** activity event corresponding to its individual **payout** result **after** receiving aggregate play **request** and number of **gaming** activity events from a player. A collective **payout** result including all of the individual **payout** results is then provided.

DESCRIPTION - INDEPENDENT CLAIMS are included for the **following**:

1. Concurrent play effecting **method**;
2. **Casino gaming** apparatus;
3. **Gaming participant participation method**; and
4. Computer **readable** medium storing **aggregate** participation facilitating program.

USE - For facilitating aggregate participation in multiple **gaming** activity events in **gaming** devices e.g. **slot machine** which includes reel slots **and** video slots, electronic **poker**, **electronic** card games, **keno**, **craps**, dice, **roulette**, etc., and other **casino gaming** apparatus (**claimed**).

ADVANTAGE - As the **gaming** events are played collectively as different instances of **random number** generator, a speed or aggregate play is enabled **without** increasing **wager** amount. Enhances **gaming** convenience to **gaming** participant.

DESCRIPTION OF DRAWINGS - The figure shows a **casino-style gaming** device.

**Title Terms /Index Terms/Additional Words:** AGGREGATE; GAME; EVENT; PARTICIPATING; FACILITATE; METHOD; SLOT; DEVICE; GENERATE; **RANDOM**; NUMBER; SET; ACTIVE; CORRESPOND; INDIVIDUAL; **PAYOUT**;

RESULT; COLLECT

**Class Codes**

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
G07F-0017/32	A	I		R	20060101
G07F-0017/32	C	I		R	20060101

ECLA: G07F-017/32

US Classification, Current Main: 463-016000; Secondary: 273-138100, 463-025000

US Classification, Issued: 46316, 46325, 273138.1, 46316, 46325

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): T01-E04; T01-N01A1; T01-N01B1; T01-S03; T05-F; T05-H05E; T05-L02; W04-X02A3; W04-X02B5; W04-X02E; W04-X02G

**Aggregate gaming event participation facilitating method in slot device, involves generating random number set for each gaming activity event corresponding to individual payout result and providing collective payout result** Original  
**Titles:**Method and apparatus for aggregating gaming event participation... ..Method and apparatus for aggregating gaming event participation **Alerting Abstract**  
...NOVELTY - A random number set is generated for each gaming activity event corresponding to its individual payout result after receiving aggregate play request and number of gaming activity events from a player. A collective payout result including all of the individual payout results is then provided. DESCRIPTION - INDEPENDENT CLAIMS are included for the following:... .. Concurrent play effecting method; Casino gaming apparatus; Gaming participant participation method; and Computer readable medium storing aggregate participation facilitating program.... .. USE - For facilitating aggregate participation in multiple gaming activity events in gaming devices e.g. slot machine which includes reel slots and video slots, electronic poker, electronic card games, keno, craps, dice, roulette, etc., and other casino gaming apparatus (claimed).ADVANTAGE - As the gaming events are played collectively as different instances of random number generator, a speed or aggregate play is enabled without increasing wager amount. Enhances gaming convenience to gaming participant.DESRIPTION OF DRAWINGS - The figure shows a casino-style gaming device.**Title Terms** .../Index Terms/Additional Words: RANDOM; ... ..PAYOUT;  
**Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" G07F-0017/32... G07F-0017/32... Manual Codes (EPI/S-X): T01-E04... ..T01-N01A1... ..T01-N01B1... ..T01-S03... ..T05-F... ..T05-H05E... ..T05-L02... ..W04-X02A3... ..W04-X02B5... ..W04-X02E... ..W04-X02G Original Publication Data by AuthorityArgentinaPublication No. Original Abstracts:A method and apparatus is for aggregately playing multiple gaming activity events en masse,

where the **gaming** activity events would **otherwise** require participation in a **successive** fashion. An **aggregate play mode** is initiated, and a number of **gaming** activity events to be associated with the aggregate play is identified. A **random** number set is **generated** for each **gaming** activity event included in the aggregate play, where each **random** number set corresponds to an individual **payout** result for its **respective gaming** activity event. A **collective payout** result is provided, **which** includes all of the individual **payout** results associated with the aggregate play... .. A method and apparatus is for aggregately playing multiple **gaming** activity events en masse, where the **gaming** activity events would otherwise require participation in a **successive** fashion. An **aggregate play mode** is initiated, and a number of **gaming** activity events to be associated with the aggregate play is identified. A **random** number set is generated for each **gaming** activity event included in the aggregate play, where **each random** number set corresponds to an individual **payout** result for its respective **gaming** activity event. A **collective payout** result is provided, **which** includes all of the **individual payout** results associated with the aggregate play. **Claims:**what is claimed is:1. A **method** for facilitating aggregate participation in multiple **gaming** activity events, the **method** comprising:receiving a **player-initiated** request for aggregate **play**; receiving an indication of a number of **gaming** activity events for inclusion in the aggregate play;generating a **random** number set for each **gaming** activity event included in the aggregate play, **wherein** each **random** number set **corresponds** to an individual **payout** result for its respective **gaming** activity event; andproviding a **collective payout** result including all of the **individual payout** results associated with the aggregate play.What is claimed is:1. A **method** for effecting concurrent play of all **remaining gaming** activity events that would otherwise be carried out **successively** by a **gaming** participant, the **method** comprising:receiving a **participant-initiated request** for aggregate **play**;**determining** a credit total accumulated by the **gaming** participant;allocating **all remaining** credits supportable by the **credit** total to the aggregate play **by** calculating a number of the **gaming** activity events supportable by the credit total and **generating** a **random** number set for **each** calculated number of **gaming** activity events associated with the aggregate play, **wherein** each **random** number set **corresponds** to an individual **payout** result for its respective **gaming** activity event; andproviding a **collective payout** result including **all** of the individual **payout** results associated with the aggregate **play**.>Basic Derwent Week: 200266

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60/5,K/37 (Item 37 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0012755870 & & *Drawing available*

WPI Acc no: 2002-609102/200265

XRFX Acc No: N2002-482321

**Play system for a multiple drawing stage game of chance on an online network has server, database for storing numbers, playing numbers selector and winning numbers selector**

Patent Assignee: EUROPRINT HOLDINGS LTD (EURO-N); GRAY A P (GRAY-I);  
TAYLOR A (TAYL-I)

Inventor: GRAY A P; TAYLOR A

Patent Family ( 5 patents, 99 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 2002068071	A2	20020906	WO 2002GB755	A	20020221	200265	B
US 20020149152	A1	20021017	US 2001792260	A	20010223	200270	E
EP 1390924	A2	20040225	EP 2002700459	A	20020221	200415	E
			WO 2002GB755	A	20020221		
AU 2002233530	A1	20020912	AU 2002233530	A	20020221	200433	E
AU 2002233530	A8	20051020	AU 2002233530	A	20020221	200615	E

Priority Applications (no., kind, date): US 2001792260 A 20010223

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
WO 2002068071	A2	EN	34	3		
National Designated States,Original	AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NO NZ OM PH PL PT RO RU SD SE SG SI SK SL TJ TM TN TR TT TZ UA UG UZ VN YU ZA ZM ZW					
Regional Designated States,Original	AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW MZ NL OA PT SD SE SL SZ TR TZ UG ZM ZW					
EP 1390924	A2	EN			PCT Application	WO 2002GB755
					Based on OPI patent	WO 2002068071
Regional Designated States,Original	AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI TR					
AU 2002233530	A1	EN			Based on OPI patent	WO 2002068071
AU 2002233530	A8	EN			Based on OPI patent	WO 2002068071

#### Alerting Abstract WO A2

NOVELTY - The system includes at least one server connected to a network. The server includes a database for storing arrays of playing numbers populating discrete blocks comprising game boxes on game tickets of game participants. A database stores a population of numbers. A selection device selects playing numbers from the population

of numbers to produce several arrays.

DESCRIPTION - A **second selection** device **randomly selects** winning numbers from a population of numbers in several drawing stages.

INDEPENDENT CLAIMS are included for a **game of chance** played on a network and for a **method** of playing a **game of chance** on a network.

USE - For online **game of chance**.

ADVANTAGE - Provides more than one possible winning combination on single playing ticket.

DESCRIPTION OF DRAWINGS - The figure shows a game ticket.

**Title Terms /Index Terms/Additional Words:** PLAY; SYSTEM; MULTIPLE; DRAW; STAGE; GAME; CHANCE; NETWORK; SERVE; DATABASE; STORAGE; NUMBER; SELECT; WINNING

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-003/00; G07F-017/32			Main		"Version 7"
A63F-0003/06	A	I		R	20060101
A63F-0003/06	C	I		R	20060101

**ECLA:** A63F-003/06F

**US Classification, Current Main:** 273-269000

**US Classification, Issued:** 273269

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-J05B4P; T01-N01B1; W04-X02

**Alerting Abstract** DESCRIPTION - A **second selection** device **randomly selects** winning numbers from a population of numbers in several drawing stages...  
...INDEPENDENT CLAIMS are included for a **game of chance** played on a network and for a **method** of playing a **game of chance** on a network...  
...USE - For online **game of chance**.  
Original Publication Data by AuthorityArgentina**Publication No. Original Abstracts:**A **game of chance** for a **plurality of game participants** that is played in a **plurality** of drawing stages and a method and system for playing the game are disclosed. Game participants self-select or **have** selected automatically for them a **plurality** of playing numbers from a population of numbers that are arranged on a game ticket (100) in a number of columns and/or rows, which are grouped in a plurality of discrete blocks (200, 300). A **selection** device **randomly selects** a plurality of **winning** numbers from the same population in **two or more** stages. **Game participants** can win a **prize** during or at **the** completion of each drawing stage if all of their playing numbers in designated rows and/or columns match the winning numbers selected in that drawing stage. Thus,

game participants can win some prize for matching fewer than all of the winning numbers selected. Moreover, a plurality of winning combinations is possible on each game ticket, producing a plurality of ways to win on a single ticket (100... .. game is played online to facilitate determining the number of winning game tickets and the number of winning combinations per winning game ticket; determining the prize payout amount; and authenticating winning game tickets.... .. A game of chance for a plurality of game participants that is played in a plurality of drawing stages and a method and system for playing the game are disclosed. Game participants self-select or have selected automatically for them a plurality of playing numbers from a population of numbers that are arranged on a game ticket in a number of columns and/or rows, which are grouped in a plurality of discrete blocks. A selection device randomly selects a plurality of winning numbers from the same population in two or more stages. Game participants can win a prize during or at the completion of each drawing stage if all of their playing numbers in designated rows and/or columns match the winning numbers selected in that drawing stage. Thus, game participants can win some prize for matching fewer than all of the winning numbers selected. Moreover, a plurality of winning combinations is possible on each game ticket, producing a plurality of ways to win on a single ticket. The game is played online to facilitate determining the number of winning game tickets and the number of winning combinations per winning game ticket; determining the prize payout amount; and authenticating winning game tickets. A game of chance for a plurality of game participants that is played in a plurality of drawing stages and a method and system for playing the game are disclosed. Game participants self-select or have selected automatically for them a plurality of playing numbers from a population of numbers that are arranged on a game ticket (100) in a number of columns and/or rows, which are grouped in a plurality of discrete blocks (200, 300). A selection device randomly selects a plurality of winning numbers from the same population in two or more stages. Game participants can win a prize during or at the completion of each drawing stage if all of their playing numbers in designated rows and/or columns match the winning numbers selected in that drawing stage. Thus, game participants can win some prize for matching fewer than all of the winning numbers selected. Moreover, a plurality of winning combinations is possible on each game ticket, producing a plurality of ways to win on a single ticket (100). The game is played online to facilitate determining the number of winning game tickets and the number of winning combinations per winning game ticket; determining the prize payout amount; and authenticating winning game tickets. Claims: What is claimed is: 1. A game of chance played on a network for a plurality of game participants, having a plurality of drawing stages; wherein each of the plurality of game participants has at least one game ticket, said game ticket comprising a plurality of discrete blocks comprising a plurality of game boxes that contain a unique number selected from a population of numbers; and wherein each of the plurality of drawing stages produces a... .. device populates each of the plurality of game boxes with a number selected from the population of numbers to produce a plurality of arrays; a second selection device for randomly selecting a plurality of winning numbers from the population of numbers in a plurality of drawing stages; and at least one server, wherein the at least one server controls the network.

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 60/5,K/42 (Item 42 from file: 350)  
 DIALOG(R)File 350: Derwent WPIX  
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0012296782 & & Drawing available

WPI Acc no: 2002-237904/200229

XRPX Acc No: N2002-183171

**Match number game playing method e.g. for bingo, keno, involves paying prize to player when designations assigned for the player match with designation randomly selected from a set of designations**

Patent Assignee: BANYAL F B (BANY-I)

Inventor: BANYAL F B

Patent Family ( 2 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20010034262	A1	20011025	US 2000182762	P	20000216	200229	B
			US 2001771148	A	20010124		
US 6702668	B2	20040309	US 2001771148	A	20010124	200418	E

Priority Applications (no., kind, date): US 2000182762 P 20000216; US 2001771148 A 20010124

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20010034262	A1	EN	9	2	Related to Provisional	US 2000182762

#### Alerting Abstract US A1

**NOVELTY** - Several **designations** from a set of **designations**, are **assigned** to a **player** placing a **wager**. **Multiple designations** are **randomly selected** from the **designation** set. If the **assigned designations** match with the **selected designations**, a **prize** is paid for the player, else the **designations** are **randomly selected** and the process is continued.  
**USE** - In **gaming** industry for playing match number game e.g. **bingo**, **keno**, using video terminals, in **casinos**.

**ADVANTAGE** - An enhanced excitement is achieved and the game is electronically implemented with video terminals. The game can be played by **individual player** at a single terminal or by **multiple players** at **several** terminals.

**DESCRIPTION OF DRAWINGS** - The figure shows the flowchart explaining the method of playing match number game.

**Title Terms** /Index Terms/Additional Words: **MATCH; NUMBER; GAME; PLAY; METHOD; BINGO; KENO; PAY; PRIZE; DESIGNATED; ASSIGN; RANDOM; SELECT; SET**



## Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0003/06	A	N		R	20060101
A63F-0003/08	A	I		R	20060101
A63F-0003/06	C	N		R	20060101
A63F-0003/08	C	I		R	20060101

ECLA: A63F-003/08E

ICO: K63F-003:06E

US Classification, Current Main: 463-017000

US Classification, Issued: 46317, 46317, 273274, 273292

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): T01-E04; T01-J30B; W04-X02B

**Match number game playing method** e.g. for bingo, keno, involves paying prize to player when designations assigned for the player match with designation randomly selected from a set of designations **Alerting Abstract** ...NOVELTY - Several designations from a set of designations, are assigned to a player placing a wager. Multiple designations are randomly selected from the designation set. If the assigned designations match with the selected designations, a prize is paid for the player, else the designations are randomly selected and the process is continued. USE - In gaming industry for playing match number game e.g. bingo, keno, using video terminals, in casinos. ... ADVANTAGE - An enhanced excitement is achieved and the game is electronically implemented with video terminals. The game can be played by individual player at a single terminal or by multiple players at several terminals **Title Terms** .../Index Terms/Additional Words: BINGO; KENO; ... PRIZE; DESIGNATED; ASSIGN; RANDOM; SELECT; Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" A63F-0003/06... A63F-0003/08 A63F-0003/06... A63F-0003/08 Manual Codes (EPI/S-X): T01-E04... T01-J30B... W04-X02B Original Publication Data by Authority Argentina Publication No. Original Abstracts: A match number game for being played by a single player or by a plurality of players, preferably at video terminals. In one of its preferred embodiments, the method of the game comprises the steps of: (a) each player placing a wager to a game pool and wager to a progressive pool; (b) assigning to each player a first plurality of designations from a set of designations; (c) randomly drawing a first plurality of designations from the set of designations; (d) paying a prize from the progressive pool to each player whose assigned first plurality of designations match the first plurality of designations drawn in step (c); (e) if no player's assigned first plurality of designations

match the first plurality of designations drawn in step (c), continuing randomly drawing designations from such set of designations until a second plurality of designations fewer than the designations in such set are drawn; and (f) paying a prize from the game pool to each player whose assigned first plurality of designations match designations drawn in steps (c) and (e). If no player's assigned first plurality of designations match the designations drawn in steps (c) and (e), the method of game may proceed with the additional steps of: (g) continuing randomly drawing designations from the set of designations until a player's assigned first plurality of designations match designations drawn in step (c), (e) and (g), or until all the designations in the set have been drawn, whichever occurs first; and (h) if a player's first plurality of designations match designations drawn in steps (c), (e) and (g), paying a consolation prize to such player. ... .. A match number game for being played by a single player or by a plurality of players, preferably at video terminals. In one of its preferred embodiments, the method of the game comprises the steps of: (a) each player placing a wager to a game pool and wager to a progressive pool; (b) assigning to each player a first plurality of designations from a set of designations; (c) randomly drawing a first plurality of designations from the set of designations; (d) paying a prize from the progressive pool to each player whose assigned first plurality of designations match the first plurality of designations drawn in step (c); (e) if no player's assigned first plurality of designations match the first plurality of designations drawn in step (c), continuing randomly drawing designations from such set of designations until a second plurality of designations fewer than the designations in such set are drawn; and (f) paying a prize from the game pool to each player whose assigned first plurality of designations match designations drawn in steps (c) and (e).

**Claims:** I claim: 1. A method of playing a game by a player, comprising the steps of: (a) the player placing a wager; (b) assigning to the player a first plurality of designations from a set of designations; (c) randomly drawing a first plurality of designations from said set; (d) paying a prize to the player if the player's assigned first plurality of designations match the first plurality of designations drawn in step (c); (e) if the player's assigned first plurality of designations do not match the first plurality of designations drawn in step (c), continue randomly drawing designations from said set until the player's assigned first plurality of designations match designations drawn in steps (c) and (e), or until a second plurality of designations fewer than all designations in said set are drawn from said set, whichever occurs first; and (f) paying a prize to the player if the player's assigned first plurality of designations match designations drawn in steps (c) and (e).

I claim: 1. A method of playing a game by a player, comprising the steps of: (a) the player placing a wager for each card of a plurality of cards to be played by the player; (b) assigning to each of said cards a first plurality of designations from a set of designations; (c) randomly drawing a first plurality of designations from said set; (d) paying a prize to the player if the first plurality of designations assigned to any of said cards match the first plurality of designations drawn in step (c); (e) if none of said cards' assigned first plurality of designations match the first plurality of designations drawn in step (c), continue randomly drawing designations from said set until a second plurality of designations of predetermined quantity greater than said first plurality by a plural quantity and fewer than all designations in said set are drawn from said set, the drawing of said second plurality of designations continuing regardless of whether or

not any of said cards' assigned first plurality of designations match designations drawn; and(f) paying a prize to the player for each of said cards having an assigned first plurality of designations matching designations drawn in steps (c) and (e).Basic Derwent Week: 200229

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DIALOG(R)File 350: Derwent WPIX

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0012294313 & & Drawing available

WPI Acc no: 2002-235422/200229

Related WPI Acc No: 2000-450571

XRPX Acc No: N2002-180749

**Computer controlled gaming for simulated poker game, involves displaying prize winning amount which is not affected by amount of winnings of players**

Patent Assignee: INT GAME TECHNOLOGY (ITGA-N)

Inventor: LUCIANO R A

Patent Family ( 1 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 6290603	B1	20010918	US 199622194	P	19960719	200229	B
			US 1997895966	A	19970717		
			US 1999359234	A	19990722		

Priority Applications (no., kind, date): US 199622194 P 19960719; US 1997895966 A 19970717; US 1999359234 A 19990722

Patent Details							
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes		
US 6290603	B1	EN	12	3	Related to Provisional	US 199622194	
					Continuation of application	US 1997895966	

### Alerting Abstract US B1

NOVELTY - A predetermined number of winning outcomes which are associated with prize, defining a prize amount are selected to define a hold amount for the game. The remaining wagers are divided and displayed as prize amount in the display meters (116). The prize winning amount in each display meter is unaffected by the amount of winnings of players and the hold amount is unrelated to the random win distribution. DESCRIPTION - An INDEPENDENT CLAIM is also included for the gaming device. USE - For simulated poker game, electronic keno game, electronic roulette game. Also for electronic slot machine game.

ADVANTAGE - Enhances interest of the player as the winning prize amount is directly displayed, since the hold amount is not affected by the **random win distribution**.

DESCRIPTION OF DRAWINGS - The figures show the video **gaming** terminal and flowchart for the **gaming** method.

116 Display meters

**Title Terms /Index Terms/Additional Words:** COMPUTER; CONTROL; GAME; SIMULATE; POKER; DISPLAY; PRIZE; WINNING; AMOUNT; AFFECT; PLAY

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0001/00	A	N		R	20060101
G07F-0017/32	A	I		R	20060101
A63F-0001/00	C	N		R	20060101
G07F-0017/32	C	I		R	20060101

ECLA: G07F-017/32F

ICO: K63F-001:00V, S07F-017:32A2

US Classification, Issued: 46325, 46326

File Segment: EngPI; EPI;

DWPI Class: T01; W04; P36

Manual Codes (EPI/S-X): **T01-J05A; T01-S03; W04-X02B5**

**Alerting Abstract** ...NOVELTY - A predetermined number of winning outcomes which are associated with **prize**, defining a **prize** amount are **selected** to define a hold amount for the game. The **remaining wagers** are divided and displayed as **prize** amount in the display meters (116). The **prize** winning amount in each display meter is unaffected by the amount of **winnings** of players and the hold amount is unrelated to the **random win distribution**. ...ADVANTAGE - Enhances interest of the player as the winning prize amount is directly displayed, since the hold amount is not affected by the **random win distribution**. ...DESCRIPTION OF DRAWINGS - The figures show the video **gaming** terminal and flowchart for the **gaming** method Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date **A63F-0001/00...** **G07F-0017/32 A63F-0001/00...** **G07F-0017/32** Manual Codes (EPI/S-X): **T01-J05A...** **T01-S03...** **W04-X02B5** Original Publication Data by AuthorityArgentinaPublication No. **Original Abstracts:**A **gaming** system is provided which permits the hold value to be determined independently of the **distribution** of winning outcomes, e.g., to avoid or prevent volatility in the hold value. Preferably each time a **wager** is placed, a hold value (such as a predetermined and/or fixed percentage) is retained and the **remainder** is allocated to one or more **prizes**. Preferably, the current

**prize** amounts corresponding to various potential winning game outcomes are displayed when a game is won, the displayed amount corresponding to the type of win paid. Preferably, a portion of wages is retained as a background amount to at least partially replenish a **paid-out prize**. **Claims:**A computer-implemented method for playing a game, by a **plurality of players**, comprising:**defining** at least a first **plurality** of predetermined winning outcomes, each associated with at least one of a plurality of **prizes**, each **prize** defining a **prize amount**, wherein said **plurality** of predetermined winning outcomes and associated **prizes** are **selected** so as to **define** a hold for said game;accepting a plurality of **wagers**, each **wager** permitting a play of said **game**;monitoring a total of **wagers**, less any **prize** amounts **awarded**;displaying to said **player** on **visible** meters the amounts of said **plurality** of **prizes** associated with said predetermined winning outcomes, the **displayed** amounts **escalating** as **additional wagers** are accepted;maintaining at least one undisplayed background **meter** **representing** a starting amount for a predetermined winning outcome;for each play of said game, **selecting** whether said play of said game results in one of said plurality of **winning** outcomes and, if so, **awarding** said **prize** associated with said predetermined winning outcome, wherein said **selecting** is performed to provide a substantially unpredictable, **random** win **distribution**, at least for said first plurality of predetermined winning outcomes; while**subdividing** said **wagers** to **selectively distribute** portions thereof to a hold meter for defining said hold, said visible **meters**, and said **undisplayed** background meter; and, upon **awarding** of a **prize**, transferring the value of said undisplayed background meter to the visible meter **which** displayed the **prize** **awarded**;wherein an amount of any one **prize** is dependent on said total amount **wagered** by said **plurality** of **players**;wherein the amount of any **particular** one of said **plurality** of **prizes** is unaffected by the amount of **winnings** of other **players**; andwherein said hold is substantially based **on** the **number** of wages, and unrelated to said **random** win **distribution**, at least for said first **plurality** of predetermined winning outcomes.

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DIALOG(R)File 350: Derwent WPIX  
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0009968935 & & *Drawing available*  
WPI Acc no: 2000-271284/200023  
XRPX Acc No: N2000-203174

**Knowledge based casino game playing method involves playing knowledge based game in combination with slot game having predetermined range of house advantage**

Patent Assignee: MIKOHN GAMING CORP (MIKO-N); VANCURA O (VANC-I);  
PROGRESSIVE GAMING INT CORP (PROG-N)  
Inventor: VANCURA O

Patent Family ( 16 patents, 86 & countries )

Patent Number	Kind	Date	Application	Kind	Date	Update	Type
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			Number				
WO 2000015314	A1	20000323	WO 1999US20603	A	19990908	200023	B
AU 199961388	A	20000403	AU 199961388	A	19990908	200034	E
US 20010038178	A1	20011108	US 199899959	P	19980911	200171	E
			US 1999372560	A	19990811		
			US 2001875753	A	20010606		
US 20020043759	A1	20020418	US 1999372560	A	19990811	200228	E
US 6413160	B1	20020702	US 199899959	P	19980911	200248	E
			US 1999372560	A	19990811		
			US 2000616724	A	20000714		
US 20020187824	A1	20021212	US 199899959	P	19980911	200301	E
			US 1999372560	A	19990811		
			US 2000616724	A	20000714		
			US 2002155597	A	20020524		
US 20030071416	A1	20030417	US 199899959	P	19980911	200329	E
			US 1999372560	A	19990811		
			US 2002189721	A	20020703		
AU 761884	B	20030612	AU 199961388	A	19990908	200349	E
US 20040036216	A1	20040226	US 199899959	P	19980911	200416	E
			US 1999372560	A	19990811		
			US 2003643429	A	20030819		
AU 2003246065	A1	20031009	AU 2003246065	A	20030912	200427	E
US 6752717	B2	20040622	US 199899959	P	19980911	200442	E
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			US 2000616724	A	20000714		
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Priority Applications (no., kind, date): US 199899959 P 19980911; US 1999372560 A 19990811; US 2000616724 A 20000714; US 2001875753 A 20010606; US 2002155597 A 20020524; US 2002189721 A 20020703; US 2003643429 A 20030819; AU 2003246065 A 20030912; US 2004860288 A 20040603

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Patent Number	Kind	Lan	Pgs	Draw	Filing Notes		
WO 2000015314	A1	EN	61	4			
National Designated States, Original	AE AL AM AT AU AZ BA BB BG BR BY CA CH CN CR CU CZ DE DK DM EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG UZ VN YU ZA ZW						
Regional Designated States, Original	AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SL SZ UG ZW						
AU 199961388	A	EN			Based on OPI patent	WO 2000015314	
US 20010038178	A1	EN			Related to Provisional	US 199899959	
					Continuation of application	US 1999372560	
US 6413160	B1	EN			Related to Provisional	US 199899959	
					C-I-P of application	US 1999372560	
US 20020187824	A1	EN			Related to Provisional	US 199899959	
					C-I-P of application	US 1999372560	
					Continuation of application	US 2000616724	
					Continuation of patent	US 6413160	
US 20030071416	A1	EN			Related to Provisional	US 199899959	
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AU 761884	B	EN			Previously issued patent	AU 9961388	
					Based on OPI patent	WO 2000015314	

US 20040036216	A1	EN			Related to Provisional	US 199899959
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AU 2003246065	A1	EN			Division of patent	AU 761884
US 6752717	B2	EN			Related to Provisional	US 199899959
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US 20040219963	A1	EN			Related to Provisional	US 199899959
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					Continuation of application	US 2002155597
					Continuation of patent	US 6413160
					Continuation of patent	US 6752717
US 6988732	B2	EN			Related to Provisional	US 199899959
US 7073793	B2	EN			Related to Provisional	US 199899959
					Continuation of application	US 1999372560
					Continuation of patent	US 6988732
AU 2003246065	B2	EN			Division of patent	AU 761884
US 7234700	B2	EN			Related to Provisional	US 199899959
					Continuation of application	US 1999372560
					Continuation of patent	US 6988732

#### **Alerting Abstract WO A1**

**NOVELTY** - Slot game knowledge-based game is played by a player, when a wager is received. The knowledge-based bonus game is played by providing a query to the player and receiving answer from the player based on which payment is delivered to player. The knowledge based game in combination with slot game having house advantage in the range of -3% to 20% is played.

**DESCRIPTION** - Knowledge-based game is played, when play of slot game is stopped. The slot game is restarted when the knowledge based game is over. The slot game is stopped randomly at a given frequency, based on condition occurring in play or unrelated to play of slot game.

**USE** - For playing knowledge based casino game e.g. blackjack, poker, JEOPARDY, many card games etc.

**ADVANTAGE** - The game can be constructed with sufficiently small knowledge-based expected return, so that perfect knowledge results on only a known advantage over the



house. The casino is protected against player with perfect knowledge and the player is helped by simple guessing.

**DESCRIPTION OF DRAWINGS** - The figure shows the block diagram of knowledge based adapted to play a game with slot machine.

**Title Terms** /Index Terms/Additional Words: BASED; CASINO; GAME; PLAY; METHOD; COMBINATION; SLOT; PREDETERMINED; RANGE; HOUSE; ADVANTAGE

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0001/00	A	I	F	B	20060101
A63F-0003/00	A	I	L	B	20060101
A63F-0003/00	A	N		R	20060101
A63F-0009/18	A	I	F	B	20060101
A63F-0009/18	A	I		R	20060101
G07F-0017/32	A	I	L	B	20060101
G07F-0017/32	A	I		R	20060101
A63F-0001/00	C	I	F	B	20060101
A63F-0001/00	C	I	L	B	20060101
A63F-0003/00	C	I	L	B	20060101
A63F-0003/00	C	N		R	20060101
A63F-0009/18	C	I	F	B	20060101
A63F-0009/18	C	I		R	20060101
G07F-0017/32	C	I	L	B	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** A63F-009/18E, G07F-017/32A

**ICO:** K63F-003:00W6P

**US Classification, Current Main:** 273-139000, 273-274000, 463-009000, 463-016000;

Secondary: 273-139000 , 463-020000, 463-025000

**US Classification, Issued:** 273274, 273139, 46316, 273274, 273139, 273274, 4639, 46320, 46316, 2025, 46316, 273274, 273274, 273274

File Segment: EngPI; EPI;

DWPI Class: T05; P36

Manual Codes (EPI/S-X): **T05-F; T05-H05E**

Class Codes Manual Codes (EPI/S-X): **T05-F...** ... **T05-H05E** Original Publication Data by Authority Argentina **Publication No. ...Original Abstracts:** more if correct, less if wrong or if the time limit is exceeded, and keeping a house advantage in a range. A method has the **steps** of presenting a query; limiting the time for response; **awarding** the player who responds correctly inversely to the time elapsed, and keeping a house advantage in a range. A method has steps of presenting a query and at least two answers; limiting the time for response; eliminating at least one answer **after** time has elapsed; **awarding** the player who responds correctly inversely to the time elapsed, and keeping a house advantage in a range. A method has the **steps** of presenting a query; limiting the time for player response; **awarding** more if the player is correct, and answers in the time limit and less if wrong and/or answers **after** the time limit, and keeping a house advantage in a range. The step of presenting a query has limiting the **award** based on time to answer, presenting multiple **choice** answers, removing wrong answers and decreasing the **award** or beginning the timer when the question is presented, **after** a signal from the player that the question has been read or at any **arbitrary** point... .. Providing, in a **casino** game, a time period for a player to provide a response to a query presented in the **casino** game or in a **bonus** game to the **casino** game. Paying a higher **award** for a correct response and a lower **award** for an incorrect response when the player answers within the time period. When no response is received, **randomly choosing** a response and paying the player based on the correctness of the response... .. A **method** for a knowledge-based **casino** game. A first embodiment provides the knowledge-based **casino** game as a **bonus** game for an underlying **casino** game. A second embodiment provides a stand-alone knowledge-based **casino** game and a third embodiment provides back-and-forth play between a **casino** game and a knowledge-based **casino** game... .. A **method** for a survey-based **casino** game. A first embodiment provides the survey-based **casino** game as a **bonus** game for an underlying **casino** game. A second embodiment provides a stand-alone survey-based **casino** game and a third embodiment provides back-and-forth play between a **casino** game and a survey-based **casino** game... .. A **method** for a knowledge-based **casino** game. A first embodiment provides the knowledge-based **casino** game as a **bonus** game for an underlying **casino** game. A second embodiment provides a stand-alone knowledge-based **casino** game and a third embodiment provides back-and-forth play between a **casino** game and a knowledge-based **casino** game... .. A **method** for a knowledge-based **casino** game. A first embodiment provides the knowledge-based **casino** game (100) as a **bonus** game for an underlying **casino** game (10). A second embodiment provides a stand-alone knowledge-based **casino** game (300) and a third embodiment provides back-and-forth play between a **casino** game (412) and a knowledge-based **casino** game (422)... .. L'invention se rapporte a un jeu de **casino** base sur les connaissances. Dans une premiere realisation, ce jeu de **casino** (100) base sur les connaissances se presente sous la forme d'un jeu a prime associe a un jeu de **casino** sous-jacent (10). Dans une seconde realisation, il se presente sous la forme d'un jeu de **casino** autonome base sur les connaissances (300). Dans une troisieme realisation, l'invention se rapporte a un jeu de va-et-vient entre un jeu de **casino** (412) et un jeu de **casino** base sur les connaissances (422). **Claims:** I claim: 1. A method for playing a **casino** game comprising the **steps** of: receiving a **wager**; playing an underlying **game** of **chance**; playing a knowledge-based **bonus** game in combination with the underlying game, the combined knowledge-based **bonus** game with the underlying **game**

of **chance** having a house advantage within a predetermined range... I claim:1. A method for playing a **casino** game comprising the **steps** of:receiving a **wager**, playing an underlying **game of chance**,playing a knowledge-based **bonus** game in combination with the underlying game, the combined knowledge-based **bonus** game with the underlying **game of chance** having a house advantage within a predetermined range... What is claimed:1) A **method** for playing a knowledge-based **bonus** game on an underlying **game of chance** comprising the **steps** of:a) presenting the player with a query;b) limiting the time in which the player may respond to the query;c) **awarding** the player a greater **award** if the player is correct, and a lesser **award** if the player is incorrect, andd) limiting the amount of the **awarding** for the combined knowledge-based **bonus** game with the underlying **game of chance** so a house advantage remains within a predetermined range... I claim:1. A **method** for playing a **casino** game comprising:receiving a **wager** from a player in the **casino** game to play both an underlying **game of chance** and a knowledge-based **bonus** game implemented with the underlying **game of chance**, said **wager** having a value in units,playing the underlying **game of chance**, the player having an expected return in units in the play of the underlying **game of chance**,stopping play of the underlying **game of chance** at a known statistical frequency rate to initiate the knowledge-based game thereby continuing play of the **casino** game,playing the knowledge-based **bonus** game using answers from the player when the underlying **game of chance** stops, the player having an expected rate of return in units in the knowledge-based game based on the correctness of the player's answers, the **casino** game having an instantaneous house advantage within a predetermined range, wherein the instantaneous house advantage for the **casino** game is a function of the player's expected rate of return in units in the underlying **game of chance**, the player's expected rate of return in units for the knowledge-based **bonus** game, the known statistical frequency rate for stopping the underlying **game of chance**, and the units of the **wager**; the predetermined range having set limits for all play of the **casino** game in order to provide an average house advantage for the **casino** game in the predetermined range... I claim:1. A method for a player playing a **casino** game comprising:receiving a **wager** from the player in the **casino** game to play an underlying **game of chance** and a survey-based **bonus** game;playing the underlying **game of chance** in the **casino** game;paying the player a **game of chance award** when the player wins during play of the underlying **game of chance**, the **game of chance award** at least based on the **wager**;ending the **casino** game in response to paying the **game of chance award**;upon occurrence of a **random bonus** event in the **casino** game, presenting to the player in a display of the survey-based **bonus** game a question and a plurality of responses to said question;receiving at least one input in the survey-based **bonus** game from the player responsive to said presented question, said at least one input including at least one of said **plurality** of responses;paying the **player a bonus award**, the value of the **bonus award** at least a function of how **many people** provided the at least one response included in said at least one input received from the player, the **bonus award** awarded separately from the **game of chance award**; andending the **casino** game in response to paying the **bonus award**.

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60/5,K/48 (Item 48 from file: 350)  
DIALOG(R)File 350: Derwent WPIX

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WPI Acc no: 1999-542800/199946

Related WPI Acc No: 1998-544854; 2000-282929; 2001-424187

XRPX Acc No: N1999-402561

**Special bonus game mode and bonus game resource in coin operated slot gaming machine**

Patent Assignee: DELOTT R A (DELO-I); DEMAR L E (DEMA-I); FROHM E (FROH-I); FROHM E R (FROH-I); GOMEZ B T (GOME-I); GRUPP W (GRUP-I); GRUPP W A (GRUP-I); JAFFE J R (JAFF-I); SLOMIANY S (SLOM-I); THOMAS A (THOM-I); WILSON R J (WILS-I) ; WMS GAMING INC (WMSG-N)

Inventor: DELOTT R A; DEMAR L E; FROHM E; FROHM E R; GOMEZ B T; GRUPP W; GRUPP W A; JAFFE J R; SLOMIANY S; THOMAS A; WILSON R J

Patent Family ( 28 patents, 29 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
EP 945837	A2	19990929	EP 1999105568	A	19990318	199946	B
AU 199921368	A	19991007	AU 199921368	A	19990323	199954	E
CA 2266212	A1	19990924	CA 2266212	A	19990319	200008	E
ZA 199902256	A	20000329	ZA 19992256	A	19990323	200022	E
US 6190255	B1	20010220	US 199879143	P	19980324	200112	E
			US 1998127377	A	19980731		
US 6315660	B1	20011113	US 199879143	P	19980324	200173	E
			US 1999274793	A	19990323		
US 6322309	B1	20011127	US 199879143	P	19980324	200175	E
			US 1998127377	A	19980731		
			US 2000710564	A	20001109		
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			US 2001981203	A	20011016		
US 20020132659	A1	20020919	US 199879143	P	19980324	200264	E
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			US 2001940813	A	20010827		
			US 200292817	A	20020307		
US 20020137560	A1	20020926	US 199879143	P	19980324	200265	E
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			US 2001940813	A	20010827		
			US 200292861	A	20020307		
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			US 200293122	A	20020307		
US 6482089	B2	20021119	US 199879143	P	19980324	200280	E
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			US 2001940813	A	20010827		
			US 200292861	A	20020307		
US 6508707	B2	20030121	US 199879143	P	19980324	200309	E
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US 6506117	B2	20030114	US 199879143	P	19980324	200313	E
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US 6520855	B2	20030218	US 199879143	P	19980324	200317	E
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AU 756180	B	20030109	AU 199921368	A	19990323	200320	E
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US 20030199307	A1	20031023	US 199879143	P	19980324	200370	E
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US 6645074	B2	20031111	US 199879143	P	19980324	200382	E
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US 7195560	B2	20070327	US 199879143	P	19980324	200724	E
			US 1999274793	A	19990323		

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			US 2003427657	A	20030430		
US 20070265062	A1	20071115	US 199879143	P	19980324	200777	E
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US 7452271	B2	20081118	US 199879143	P	19980324	200878	E
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Priority Applications (no., kind, date): US 199879143 P 19980324; US 1998127377 A 19980731; US 1999274793 A 19990323; US 2000710564 A 20001109; US 2001940813 A 20010827; US 2001981203 A 20011016; US 200292817 A 20020307; US 200292861 A 20020307; US 200293122 A 20020307; US 2003350606 A 20030124; US 2003378205 A 20030303; US 2003427657 A 20030430; US 2003673718 A 20030929; US 2004813099 A 20040330; US 2005101959 A 20050408; US 2007818368 A 20070614

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Patent Number	Kind	Lan	Pgs	Draw	Filing Notes		
EP 945837	A2	EN	28	15			
Regional Designated States,Original	AL AT BE CH CY DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI						
CA 2266212	A1	EN					
ZA 199902256	A	EN	54				
US 6190255	B1	EN			Related to Provisional	US 199879143	
US 6315660	B1	EN			Related to Provisional	US 199879143	

US 6322309	B1	EN		Related to Provisional	US 199879143
				Continuation of application	US 1998127377
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US 20020025847	A1	EN		Continuation of application	US 2000710564
US 20020132659	A1	EN		Related to Provisional	US 199879143
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US 20020137560	A1	EN		Related to Provisional	US 199879143
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AU 756180	B	EN		Previously issued patent	AU 9921368
US 20030181238	A1	EN		Related to Provisional	US 199879143



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				Continuation of patent	US 6190255
				Continuation of patent	US 6322309
				Continuation of patent	US 6645074
US 20050181867	A1	EN		Related to Provisional	US 199879143
				Continuation of application	US 1998127377
				Continuation of application	US 2000710564
				Continuation of application	US 2001981203
				Division of application	US 2003673718
				Division of application	US 2004813099
				Continuation of patent	US 6190255
				Continuation of patent	US 6322309
				Continuation of patent	US 6645074
				Division of patent	US 6905412
US 7195560	B2	EN		Related to Provisional	US 199879143
				Continuation of application	US 1999274793
				Division of application	US 2001940813
				Continuation of application	US 200292817
				Continuation of application	US 2003350606
				Division of patent	US 6315660
				Division of patent	US 6508707
				Continuation of patent	US 6520855
US 20070265062	A1	EN		Related to Provisional	US 199879143
				Continuation of application	US 1998127377

				Continuation of application	US 2000710564
				Continuation of application	US 2001981203
				Division of application	US 2003673718
				Division of application	US 2004813099
				Continuation of application	US 2005101959
				Continuation of patent	US 6190255
				Continuation of patent	US 6322309
				Continuation of patent	US 6645074
				Division of patent	US 6905412
US 7452271	B2	EN		Related to Provisional	US 199879143
				Division of application	US 1999274793
				Division of application	US 2001940813
				Continuation of application	US 200292817
				Continuation of application	US 2003350606
				Division of patent	US 6315660
				Division of patent	US 6508707
				Continuation of patent	US 6520855

### Alerting Abstract EP A2

**NOVELTY** - The game has a basic and bonus modes, the bonus mode is reached from the basic mode at the occurrence of a certain outcome. The bonus game consists of the player selecting windows each one either awards the player credits and continues the bonus mode or stops the bonus mode. A bonus game resource awarded in the basic game can be used by the player to affect the outcome in the bonus game mode.

**USE** - For gambling slot gaming machines.

**ADVANTAGE** - Maintains and enhances player excitement and interest.

**DESCRIPTION OF DRAWINGS** - The drawing shows a simplified illustration of a spinning reel slot machine with a dot matrix display.

**Title Terms** /Index Terms/Additional Words: SPECIAL; BONUS; GAME; MODE; RESOURCE; COIN; OPERATE; SLOT; MACHINE

### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/00	A	I	L	B	20060101
A63F-0003/00	A	N		R	20060101

A63F-0007/00	A	N		R	20060101
A63F-0009/24	A	I	F	B	20060101
G07F-0017/32	A	I		R	20060101
G07F-0017/34	A	I	F	B	20060101
A63F	S	I		R	20060101
A63F-0013/00	C	I	L	B	20060101
A63F-0013/00	C	I		B	20060101
A63F-0003/00	C	N		R	20060101
A63F-0007/00	C	N		R	20060101
A63F-0009/24	C	I	F	B	20060101
G06F	S	I		R	20060101
G07F-0017/32	C	I	F	B	20060101
G07F-0017/32	C	I		B	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32, G07F-017/32F

**ICO:** K63F-003:00J4, K63F-007:00F

**US Classification, Current Main:** 413-020000, 463-016000, 463-020000, 463-025000, 463-026000 ; **Secondary:** 273-138100, 273-138200, 273-139000, 273-14300R, 273-14500R, 273-237000, 463-016000, 463-020000, 463-022000, 463-025000, 463-029000, 463-031000, 463-032000, 463-046000

**US Classification, Issued:** 46320, 46320, 273143.R, 273138.2, 46316, 46316, 46320, 273138.1, 46316, 46320, 273143.R, 273138.2, 46316, 46320, 46316, 273138.2, 273143.R, 46320, 46320, 46325, 46316, 46316, 46326, 46320.0, 46325.0, 46325, 46320, 46320, 273143, 273138.2, 46316, 46325, 273139, 41320, 46325, 273143.R, 46320, 46316, 273143.R, 273138.2, 46320, 46320, 273237, 273194.R, 273138.1, 273138.2, 46316, 46316, 273143.R, 273138.2, 46320, 46325, 46320, 46320, 46329, 46325, 46320, 46316, 46322, 46332, 273143.R, 273138.1, 273138.2, 273145.R, 46320, 46316, 46322, 46331, 46332, 46346, 273143.R, 273237, 273138.2

File Segment: EngPI; EPI;

DWPI Class: T05; W04; P36; P52

Manual Codes (EPI/S-X): **T05-H05E; W04-X02A3**

**Class Codes Manual Codes (EPI/S-X): T05-H05E... ..W04-X02A3** Original Publication Data by AuthorityArgentina**Publication No. ...Original Abstracts:**5) a feature in which escalating bonuses are awarded for reaching a designated bonus square (e.g., the 'GO' square); (6) a feature in which **bonuses** are **awarded** for completing groups of stations (e.g., color groups); and (7) a feature in which the **gaming** machine includes two **bonus** modes, each entered upon certain symbol combinations in the basic game. The first **bonus** game provides an **award selected** from a plurality of fixed values and multipliers,

and the **second bonus** game moves a token identifier on a game board and provides an **award** determined by the landing station of the token identifier... .. **Gaming** machines are disclosed having a basic mode defining a plurality of reels and a **bonus** mode defining a plurality of stations about a game board (e.g., MONOPOLY board) traversable by a token identifier. The disclosure describes a plurality of play features for the basic and/or **bonus** modes including (1) a feature allowing the player to **select** a game token; (2) a feature allowing the player to **predict** and **wager** on landing position(s) of the token identifier; (3) a feature allowing the player to obtain deferred-execution instruction(s) which are exercisable by the processor to override **later-issued** instruction(s) otherwise to be executed by the processor; (4) a feature in which to movements of the token identifier are determined according to movement tables corresponding to the various stations of the game board; (5) a feature in which escalating **bonuses** are **awarded** for reaching a **designated bonus** square (e.g., the 'GO' square); (6) a feature in which **bonuses** are **awarded** for completing groups of stations (e.g., color groups); and (7) a feature in which the **gaming** machine includes two **bonus** modes, each entered upon certain symbol combinations in the basic game. The first **bonus** game provides an **award selected** from a plurality of fixed values and multipliers, and the **second bonus** game moves a token identifier on a game board and provides an **award** determined by the landing station of the token identifier... .. A **bonus** game for a **slot machine** operable in a basic mode and a **bonus** mode. The **bonus** game is entered upon the occurrence of a special start-**bonus** game outcome in the basic mode. In the **bonus** game, a player **selects**, one at a time, from an array of windows each associated with a **bonus** game outcome. Credits are **awarded** based upon which ones of the windows are **selected**. The **bonus** game ends upon **selection** of a window associated with an end-**bonus** outcome but otherwise continues, allowing the player to make further **selections** and accumulate further credits until encountering an end-**bonus** outcome. In one embodiment, a **bonus** game resource obtained in the basic game may be exercised in the **bonus** game to affect the **bonus** game outcome. In one embodiment, for example, where the occurrence of an end-**bonus** outcome would otherwise end the **bonus** game, a player having a **bonus** game resource may exercise the **bonus** game resource upon encountering an end-**bonus** outcome to continue playing the **bonus** game... .. A **bonus** game for a **slot machine** operable in a basic mode and a **bonus** mode. The **bonus** game is entered upon the occurrence of a special start-**bonus** game outcome in the basic mode. In the **bonus** game, a player **selects**, one at a time, from an array of windows each associated with a **bonus** game outcome. Credits are **awarded** based upon which ones of the windows are **selected**. The **bonus** game ends upon **selection** of a window associated with an end-**bonus** outcome but otherwise continues, allowing the player to make further **selections** and accumulate further credits until encountering an end-**bonus** outcome. In one embodiment, a **bonus** game resource obtained in the basic game may be exercised in the **bonus** game to affect the **bonus** game outcome. In one embodiment, for example, where the occurrence of an end-**bonus** outcome would otherwise end the **bonus** game, a player having a **bonus** game resource may exercise the **bonus** game resource upon encountering an end-**bonus** outcome to continue playing the **bonus** game... .. **Gaming** machines are disclosed having a basic mode defining a plurality of reels and a **bonus** mode defining a plurality of stations about a game board (e.g., MONOPOLY board) traversable by a token identifier. The disclosure describes a plurality of play features for the basic and/or **bonus** modes

including (1) a feature allowing the player to **select** a game token; (2) a feature allowing the player to predict and **wager** on landing position(s) of the token identifier; (3) a feature allowing the player to obtain deferred-execution instruction(s) which are exercisable by the processor to override **later**-issued instruction(s) otherwise to be executed by the processor; (4) a feature in which movements of the token identifier are determined according to movement tables corresponding to the various stations of the game board; (5) a feature in which escalating **bonuses** are **awarded** for reaching a **designated bonus** square (e.g., the 'GO' square); (6) a feature in which **bonuses** are **awarded** for completing groups of stations (e.g., color groups); and (7) a feature in which the **gaming** machine includes two **bonus** modes, each entered upon certain symbol combinations in the basic game. The first **bonus** game provides an **award selected** from a plurality of fixed values and multipliers, and the **second bonus** game moves a token identifier on a game board and provides an **award** determined by the landing station of the token identifier.

**Gaming** machines are disclosed having a basic mode defining a plurality of reels and a **bonus** mode defining a plurality of stations about a game board (e.g., MONOPOLY board) traversable by a token identifier. The disclosure describes a plurality of play features for the basic and/or **bonus** modes including (1) a feature allowing the player to **select** a game token; (2) a feature allowing the player to predict and **wager** on landing position(s) of the token identifier; (3) a feature allowing the player to obtain deferred-execution instruction(s) which are exercisable by the processor to override **later**-issued instruction(s) otherwise to be executed by the processor; (4) a feature in which movements of the token identifier are determined according to movement tables corresponding to the various stations of the game board; (5) a feature in which escalating **bonuses** are **awarded** for reaching a **designated bonus** square (e.g., the 'GO' square); (6) a feature in which **bonuses** are **awarded** for completing groups of stations (e.g., color groups); and (7) a feature in which the **gaming** machine includes two **bonus** modes, each entered upon certain symbol combinations in the basic game. The first **bonus** game provides an **award selected** from a plurality of fixed values and multipliers, and the **second bonus** game moves a token identifier on a game board and provides an **award** determined by the landing station of the token identifier. **Claims:** 1. A **gaming** machine comprising:

- a processor for controlling game play in a basic mode and a **bonus** mode
- the processor operating in the basic mode to **select** a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-**bonus** outcome the **selection** of which causes the processor to shift operation from the basic mode to the **bonus** mode,
- the processor operating to set-up a **bonus** game by defining a **plurality of player-selectable bonus** game outcomes, the **bonus** game outcomes including one or more end-**bonus** outcomes the **selection** of which causes the processor to shift operation from the **bonus** mode to the basic mode;
- means for **selecting** in the **bonus** mode under player control one or more of the **bonus** game outcomes until encountering an end-**bonus** outcome; and
- means for **awarding** credits based upon the **selected bonus** game outcomes... .. What is claimed is: 1. A **gaming** machine comprising: a processor for controlling game play in a basic mode and a **bonus** mode, the processor operating in the basic mode to **select** a basic game outcome from among a plurality of possible basic game outcomes, the possible

[illegible]

one or more stations on the game board determined by execution of the game program...

... What is claimed is: **1.** A method of operating a **gaming** machine under control of a processor, the method comprising the steps of: executing, under control of the processor, a game program defining a plurality of stations about a game board traversable by a game token; **selecting**, under control of the processor in response to player input, a game token for illustrating movement between said stations; and displaying, under control of the processor, the **selected** game token at one or more stations on the game board determined by execution of the game program....

... What is claimed is: **1.** A **gaming** machine comprising: a processor for controlling game play in a basic mode and a **bonus** mode, the processor operating in the basic mode to **select** a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-**bonus** outcome the **selection** of which causes the processor to shift operation from the basic mode to the **bonus** mode, the processor operating to set-up a **bonus** game by defining a **plurality** of **player-selectable bonus** game outcomes, the **bonus** game outcomes including one or more end-**bonus** outcomes the **selection** of which causes the processor to shift operation from the **bonus** mode to the basic mode; means for **selecting** in the **bonus** mode under player control one or more of the **bonus** game outcomes until encountering an end-**bonus** outcome; and means for **awarding** credits based upon the **selected bonus** game outcomes....

... What is claimed is: **1.** A **gaming** machine comprising: a processor for controlling game play in a basic mode and a **bonus** mode, the processor operating in the basic mode to **select** a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-**bonus** outcome the **selection** of which causes the processor to shift operation from the basic mode to the **bonus** mode, the processor operating to set-up a **bonus** game by defining a **plurality** of **player-selectable bonus** game outcomes, the **bonus** game outcomes including one or more end-**bonus** outcomes the **selection** of which causes the processor to shift operation from the **bonus** mode to the basic mode; means for **selecting** in the **bonus** mode under player control one or more of the **bonus** game outcomes until encountering an end-**bonus** outcome; and means for **awarding** credits based upon the **selected bonus** game outcomes....

1-21. (canceled) **22.** A method of conducting a wagering game, comprising: conducting a basic game until a start-**bonus** outcome is achieved, said conducting including displaying a set of basic-game symbols that are indicative of outcomes in said basic game; in response to said start-**bonus** outcome, terminating said displaying of said set of said basic-game symbols; in response to said start-**bonus** outcome, **displaying** selectable elements fixedly associated with **respective** award indicia for a **bonus** game, said selectable elements being distinct from said set of basic-game symbols in said basic game, said award indicia for at least one of said selectable elements having a monetary value, said award indicia for at least one of said selectable elements being a stop-**bonus**-game symbol; providing a **bonus-game** award associated with said selected ones of said selectable elements; and after said stop-**bonus**-game symbol is selected, revealing said award indicia associated with unselected ones of said selectable elements, thereby permitting a player to view said award indicia that were not achieved in said **bonus** game....

... A **gaming** machine comprising: a processor for controlling game play in a basic mode and a **bonus** mode, the processor operating in the basic mode to **select** a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a start-**bonus** outcome the



selection of which causes the processor to shift operation from the basic mode to **the** bonus mode, the processor operating to set-up a bonus game by defining a plurality of **player-selectable** bonus game outcomes, **the** bonus game outcomes including a plurality of value-associated outcomes and one or more **end-bonus** outcomes, **the** selection of one of the **end-bonus** outcomes causing the processor to shift operation from **the** bonus mode to the basic mode, the **end-bonus** outcomes being distinct from the value-associated outcomes; means for selecting in **the** bonus mode under player control one or more of **the** bonus game outcomes until encountering an **end-bonus** outcome; and means for awarding credits for each value-associated **outcome** selected in **the** bonus game....

... **A** game of chance controlled by a processor in response to a wager, **the** game of chance comprising a plurality of **randomly** selected possible outcomes, the possible outcomes including a feature-shortening outcome and a resource outcome, **the** game of chance including a game feature normally shortened temporally by the feature-shortening outcome, the resource outcome providing a player with a resource exercisable upon an... ..

**A** gaming machine comprising: a processor for controlling game play in a basic mode and a bonus mode, the processor operating in the basic mode to select a basic game outcome from among a plurality of possible basic game outcomes, the possible basic game outcomes including a **start-bonus** outcome **the** selection of which causes the processor to shift operation from the basic mode to **the** bonus mode, the processor operating to set-up a bonus game by defining a plurality of **player-selectable** bonus game outcomes, **the** bonus game outcomes including one or more **end-bonus** outcomes **the** selection of which causes the processor to shift operation from **the** bonus mode to the basic mode; means for selecting in **the** bonus mode under player control one or more of **the** bonus game outcomes until encountering an **end-bonus** outcome; and means for awarding credits based upon **the** selected bonus game outcomes....

... What is claimed is: 5. A gaming machine comprising: a processor operable to execute a game program defining a plurality of stations about a game board traversable by a token identifier, the game **program** designating one of the stations as a bonus station; means for advancing, in response to execution of the game program, the token identifier along the game board; a payoff mechanism for awarding a payoff to the player **each** successive time the token identifier reaches **the** bonus station, **the** payoff escalating **each** successive time the token identifier reaches **the** bonus station....

... What is claimed is: 1. A method of operating a gaming machine under control of a processor, the processor being operable to execute a game program defining a plurality of stations about a game board traversable by a token identifier, the method **comprising**: selecting, in response to player input, a predicted position of the token identifier to be determined by execution of the game program, the predicted position....

... of the token identifier; comparing, under control of the processor, the predicted position of the token identifier to the true position of the token identifier; **and** awarding a payoff to the player if the predicted position corresponds to the true position....

... What is claimed is: 12. A gaming machine comprising a game of chance represented on a video-type display, said video-type display depicting a plurality of board game stations randomly traversed by a game token, said game token stopping on one of said stations to select an associated **monetary** award....

... What is claimed is: 6. A method of conducting a wagering game on a gaming machine, **comprising**: conducting a basic game to yield a basic game outcome; conducting a **first** bonus game if the basic game outcome includes a first **start-bonus** outcome, **the** **first** bonus game never yielding a

monetary loss, the step of conducting the **first** bonus game including displaying a plurality of selectable **elements**, selecting one or more of the elements, and awarding a **first** award associated with the selected one or more of the elements; and conducting a **second** bonus game if the basic game outcome includes a second **start**-bonus outcome, the step of conducting the **second** bonus game including displaying a plurality of stations about a game board, traversing the game board with a token identifier, and awarding a **second** award associated with one or more of the stations on which the token identifier lands... ... What is claimed is: 1. A method of conducting a game of chance on a gaming machine, the method comprising: receiving a wager; displaying a plurality of selectable elements on a display, the selectable elements being initially associated with respective outcomes and remaining associated with the respective outcomes for a duration of the game, one or more of the outcomes including an end-feature outcome; receiving, via a touch screen over the **display**, successive selections from a player of the selectable elements until revealing an end-feature outcome associated with a selected one of the elements; in response to each selection, revealing the outcome associated with the **respective** selected element; awarding the outcome associated with the **respective** selected element; and after revealing the end-feature outcome, revealing the outcomes associated with any unselected ones of the selectable elements, thereby permitting the player to view the outcomes that were **not** awarded... ... 1. A method of conducting a wagering game, comprising: conducting a basic game having a **randomly** selected outcome that is indicated by **displaying** selected ones of a plurality of basic-game symbols, one of said **randomly** selected outcomes being a **start**-bonus outcome; in response to said **start**-bonus outcome being achieved in said basic game, conducting a bonus game in which a plurality of selectable elements fixedly associated with **respective** award indicia are displayed, said plurality of selectable elements and said award indicia being distinct from said plurality of basic-game symbols; selecting, via a player input, one or more of said plurality of selectable elements; providing a bonus-**game** award based upon said award indicia of selected ones of said plurality of selectable elements, said bonus **same** award being independent of any award provided in said basic game; and after said selecting, revealing said award indicia associated with unselected ones of said plurality of selectable elements, thereby permitting a player to view said award indicia that did not result in said bonus-**game** award... ... What is claimed is: 7. A method of conducting a wagering game on a gaming machine, the gaming machine including a controller, a display and a three-dimensional body, the body having a plurality of generally flat faces and being rotatable about at least one axis, the method comprising: receiving a wager to play the wagering **game**; randomly determining an outcome using the controller; rotating the body about the axis; stopping the body to display said randomly determined outcome on one of the faces thereof, the outcome itself **not** indicating an award; advancing play of the wagering game from a first location to a second location based on the randomly determined outcome; and awarding an award associated with said second location every time an element is advanced to said second location... ... What is claimed is: 17. A gaming apparatus for conducting a wagering game on a gaming terminal comprising: a first display of the gaming terminal for displaying an event of the wagering game to a player, the event including a movement of a moving element bearing a plurality of game symbols in a pre-defined sequence and to stop the moving element to reveal a **randomly** selected one of said game symbols; a second display of the gaming

terminal for displaying to said **player** another representation of the same event of the wagering game contemporaneous with the display of said event on the first display, said second display displaying a plurality of stations, at least substantially all of the stations being associated with a **predetermined** award, the second display being adjacent the first display and being positioned to face in substantially the same direction as the first display such that a vertical plane normal to the first display is normal to the second display to facilitate viewing by said player when said player is positioned in front of and facing said gaming terminal; and a controller for awarding an award based, at least in part, on the event.

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60/5,K/51 (Item 51 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0008743394 & *Drawing available*

WPI Acc no: 1998-285421/199825

XRPX Acc No: N1998-224372

**Random value selection game method - has two different random value selectors, the second value taken is never lower than the first**

Patent Assignee: FEOLA J (FEOL-I)

Inventor: FEOLA J

Patent Family ( 1 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 5746432	A	19980505	US 1995425424	A	19950420	199825	B
			US 1996728919	A	19961011		

Priority Applications (no., kind, date): US 1995425424 A 19950420; US 1996728919 A 19961011

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 5746432	A	EN	8	4	Continuation of application	US 1995425424

### Alerting Abstract US A

The method involves providing a player with an opportunity to make at a **wager** on the occurrence of one or more of a number possible outcomes. At least some of said possible outcomes are dependent on values obtained from two distinct, **random** value selectors. A value is **randomly selected** from a number of possible values ranging up to a predetermined maximum value using a **random** value selector. Another value is obtained from a number of possible values using another different type of **random** value selector. The two **random** values are compared to determine each successful **wager**. The

**second random** value determined is never less than said first **random** value determined.  
A winning **payout** is provided to each successful **wagerer**.  
**ADVANTAGE** - The one outcome is dependent on the values of two **random** outcomes.

**Title Terms /Index Terms/Additional Words:** **RANDOM;** **VALUE;** **SELECT;** **GAME;** **METHOD;** **TWO;** **SECOND;** **LOWER;** **FIRST**

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0003/00	A	I		R	20060101
A63F-0003/00	C	I		R	20060101

**ECLA:** A63F-003/00W

**ICO:** K63F-003:00B4

**US Classification, Current Main:** 273-274000; **Secondary:** 273-14200R, 273-292000

**US Classification, Issued:** 273274, 273142, 273292

File Segment: EngPI; ;

DWPI Class: P36

**Random value selection game method... ..has two different random value selectors, the second value taken is never lower than the first** **Original Titles:**Method of playing a game using plurality of **random** value selectors. **Alerting Abstract ...**The method involves providing a player with an opportunity to make at a **wager** on the occurrence of one or more of a number possible outcomes. At least some of said possible outcomes are dependent on values obtained from two distinct, **random** value selectors. ... ..A value is **randomly selected** from a number of possible values ranging up to a predetermined maximum value using a **random** value selector. **Another** value is obtained from a number of possible values using **another** different type of **random** value selector. The two **random** values are compared to determine each successful **wager**. The **second random** value determined is never less than said first **random** value determined. A winning **payout** is provided to each successful **wagerer**. ... ..**ADVANTAGE** - The one outcome is dependent on the values of two **random** outcomes. **Title Terms /Index Terms/Additional Words:** **RANDOM;** ... ..**SELECT;** ... ..**SECOND;** **Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" **A63F-0003/00... A63F-0003/00...** **Original Publication Data by** AuthorityArgentina**Publication No. Original Abstracts:** Games which use a plurality of distinct **random** value selectors for **generating** values. **The** relationship of the independently generated values is considered to determine whether one of a predetermined plurality of possible winning outcomes has occurred. According to one... ..exceeding a predetermined value, for example, twenty-one (21), then the cards are determined to be winning. Otherwise, the wheel is considered to be winning. **Players** are

also advantageously **provided** with a **plurality** of other **wagering options**. According to **another** embodiment of the **present** invention, a first value is obtained by spinning a rotatable wheel and then a **second** value is obtained by rolling dice. ...**Claims**:playing a game comprising the steps of: providing a predetermined maximum value; providing at least one player with an opportunity to make at least one **wager** on the occurrence of one or more of a plurality of possible outcomes wherein at least some of said possible outcomes are dependent on values obtained from two distinct, **random** value **selectors**; **randomly selecting** a **first** value from a plurality of possible values ranging up to said predetermined maximum value, wherein said first **random** value is never greater than said predetermined **maximum** value using a first random value selector; subsequently obtaining a second value, from a plurality of possible values using a second random value selector which... .. in from said first random value selector, comparing said first random value with said second random value to determine each successful wager, and when said **first random** value is compared to said **second random** value, requiring said **second random** value to be **never less** than said **first random value**; and providing a winning **payout** to each successful **wagerer**.

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75/5, K/7 (Item 7 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0008978262 & & *Drawing available*

WPI Acc no: 1998-532192/199845

Related WPI Acc No: 1998-193843; 1999-121144; 1999-121169; 1999-190705; 1999-204853; 1999-204854; 1999-204855; 1999-312503; 1999-429754; 1999-508393; 2000-053611; 2000-053613; 2000-087500; 2000-087503; 2000-106161; 2000-206096; 2000-270258; 2000-328274; 2000-329000; 2000-339167; 2000-423518; 2000-431389; 2000-431408; 2000-578956; 2000-610539; 2000-655934; 2000-671821; 2000-679014; 2001-060626; 2001-146867; 2001-146878; 2001-157972; 2001-159089; 2001-159300; 2001-181019; 2001-265605; 2001-290170; 2001-342730; 2001-342996; 2001-388796; 2001-464538; 2001-596341; 2001-624069; 2001-625254; 2001-626210; 2002-049370; 2002-096655; 2002-215721; 2002-237036; 2002-254256; 2002-402061; 2002-434665; 2002-582966; 2002-607014; 2002-698146; 2003-057024; 2003-075336; 2003-199382; 2003-265264; 2003-392435; 2003-419813; 2003-556901; 2003-644216; 2003-656976; 2004-118327; 2004-166858; 2004-202576; 2004-356945; 2005-037912; 2005-039819; 2005-151413; 2005-151427; 2005-241002; 2005-424050; 2005-562762; 2005-581439; 2006-063600; 2006-190839; 2006-432477; 2006-706714; 2006-754246; 2006-754247; 2006-779177; 2006-796316; 2006-796317; 2006-813045; 2007-015483; 2007-015485; 2007-015486; 2007-032318; 2007-032319; 2007-043528; 2007-043533; 2007-070734; 2007-070735; 2007-070736; 2007-070743; 2007-089869; 2007-108649; 2007-204640; 2007-218355; 2007-218356; 2007-267976; 2007-268946; 2007-557338; 2007-558071; 2007-718384; 2007-718385; 2007-726958; 2007-736492; 2007-738194; 2007-859335; 2008-B38335; 2008-B38702; 2008-B38704; 2008-C05921; 2008-D49182; 2008-E21004;

2008-E21009; 2008-G01968; 2008-H26956; 2008-J16166; 2009-A97476; 1998-437307; 1998-583541

**Supplementary product sales processing system for point of sale terminal - has POS terminal that is connected to controller, for performing merchandise transactions and lottery transactions in accordance with received lottery information**

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Inventor: ALDERUCCI D; ALDERUCCI D A; BELBRUNO E A; JINDAL S K; JORASCH J A; LUCHENE A S V; VAN L A S; VAN LUCHENE A S; WALKER J S

Patent Family ( 39 patents, 80 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
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AU 199867714	A	19981020	AU 199867714	A	19980320	199909	E
US 5926796	A	19990720	US 1997841791	A	19970505	199935	E
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			US 1997841791	A	19970505		
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Priority Applications (no., kind, date): US 1997822709 A 19970321; US 199744318 P 19970424; US 1997841791 A 19970505; US 199748244 P 19970602; US 1997920116 A 19970826; WO 1998US1924 A 19980204; US 199845036 A 19980320; US 199845084 A 19980320; US 199845347 A 19980320; US 199845386 A 19980320; US 199845518 A 19980320; WO 1998US5787 A 19980320; WO 1998US5787 A 19980325; US 199872715 A 19980505; US 199873082 A 19980505; US 199873165 A 19980505; US 199873169 A 19980505; US 1999335644 A 19990618; US 1999442754 A 19991112; US 2001777297 A 20010207; US 2001836409 A 20010406; US 2001836409 A 20010416; US 2001998760 A 20011101; AU 200215647 A 20020215; US 2003424362 A 20030425; US 2003625089 A 20030722; US 2003642978 A 20030818; US 2007832943 A 20070802; US 2007856473 A 20070917; US 2007934958 A 20071105

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WO 1998043149	A2	EN	388	77		
National Designated States,Original	AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES FI GB GE GH GM GW HU ID IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG UZ VN YU ZW					
Regional Designated States,Original	AT BE CH DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SZ UG ZW					
AU 199867714	A	EN			Based on OPI patent	WO 1998043149
EP 1016012	A2	EN			PCT Application	WO 1998US5787
					Based on OPI patent	WO 1998043149
Regional Designated States,Original	AL AT BE CH DE DK ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI					
US 6119099	A	EN			C-I-P of application	US 1997822709
US 6223163	B1	EN			C-I-P of application	US 1997822709
					C-I-P of application	US 1997920116
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					Based on OPI patent	WO 1998047765
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					Continuation of patent	US 5926796
BR 199815463	A	PT			PCT Application	WO 1998US5787

				Based on OPI patent	WO 1998043149
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				Division of patent	US 5926796
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				Division of patent	US 5926796
US 20020046121	A1	EN		Continuation of application	US 1997841791
				Continuation of application	US 1999335644
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				Based on OPI patent	WO 1998043149
US 6470322	B1	EN		Division of application	US 1997841791
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				C-I-P of application	US 1997920116
				Continuation of application	US 199845084
				C-I-P of patent	US 6119099
				Continuation of patent	US 6223163
				C-I-P of patent	US 6267670
US 6582304	B2	EN		Continuation of application	US 1997822709
				Continuation of patent	US 6267670
US 6598024	B1	EN		C-I-P of application	US 1997822709
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AU 776323	B2	EN		Division of application	AU 199867714
				Previously issued patent	AU 200215647
JP 2005088891	A	JA	47	Division of application	JP 1998546354
US 20050075935	A1	EN		C-I-P of application	US 1997822709
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US 6887153	B2	EN		Continuation of application	US 1997822709
				Continuation of application	US 2001836409
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JP 2006059345	A	JA	128	Division of application	JP 1998545921
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US 7272569	B1	EN		C-I-P of application	US 1997822709
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				C-I-P of application	US 1997920116
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				C-I-P of patent	US 6119099
				C-I-P of patent	US 6267670
US 20070271114	A1	EN		Continuation of application	US 1997841791
				Continuation of application	US 1999335644
				Division of application	US 2001998760

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				Continuation of patent	US 6317723
US 20080015939	A1	EN		C-I-P of application	US 1997822709
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				C-I-P of patent	US 6119099
				C-I-P of patent	US 6267670
				Continuation of patent	US 7272569
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				C-I-P of application	US 1997841791
				C-I-P of application	US 1997920116
				Continuation of application	US 199845386
				Division of application	US 2007856473
				C-I-P of patent	US 5926796
				C-I-P of patent	US 6119099
				C-I-P of patent	US 6267670
				Continuation of patent	US 7272569

### Alerting Abstract WO A2

The **system** includes a controller with a storage device storing merchandise information. The controller receives **lottery** information from the **lottery** data processing **system**. A POS terminal is connected to the controller, for performing merchandise transactions and **lottery** transactions in accordance with the received **lottery** information. The POS terminal includes a recorder for recording on a recording medium the merchandise and **lottery** information. The controller communicates in substantially real-time with the **lottery** data processing **system**. The storage device stores **lottery** information received from the **lottery** data processing **system** that includes **randomly selected lottery** ticket numbers.

**Title Terms /Index Terms/Additional Words:** SUPPLEMENTARY; PRODUCT; SALE; PROCESS; SYSTEM; POINT; TERMINAL; POS; CONNECT; CONTROL; PERFORMANCE; MERCHANDISE; TRANSACTION; LOTS; ACCORD; RECEIVE; INFORMATION

**Class Codes**

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
<b>G06F-017/60; G07G-001/12</b>			Main		"Version 7"
<b>A63F-003/08; G07B-001/00; G07G-001/06; G07G-001/14</b>			Secondary		"Version 7"
<b>A63F-0003/08</b>	A	I	F	R	20060101
B64G-0001/00	A	I		R	20060101
B64G-0001/10	A	I	F	R	20060101
B64G-0001/24	A	I		R	20060101
G05D-0001/10	A	I		R	20060101
<b>G06F-0019/00</b>	A	I		R	20060101
G06Q-0010/00	A	I		R	20060101
G06Q-0020/00	A	I		R	20060101
G06Q-0020/00	A	I	F	B	20060101
G06Q-0030/00	A	I	L	B	20060101
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G06Q-0030/00	A	I	F	B	20060101
G06Q-0050/00	A	I	L	B	20060101
G07B-0001/00	A	I	L	R	20060101
G07C-0015/00	A	I		R	20060101
G07C-0015/00	A	I	L	B	20060101
<b>G07F-0017/32</b>	A	I		R	20060101
<b>G07F-0017/32</b>	A	N		R	20060101
<b>G07F-0005/24</b>	A	I		R	20060101
<b>G07F-0009/02</b>	A	I		R	20060101
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G07G-0001/06	A	I	L	R	20060101
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G07G-0001/12	A	I		R	20060101
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**ECLA:** B64G-001/00A2, B64G-001/24A, G06Q-010/00E, G06Q-020/00, G06Q-020/00K3B, G06Q-020/00K3F, G06Q-030/00A, G06Q-030/00C, G07C-015/00D, G07F-005/22, G07F-005/24, G07F-009/02, G07F-009/04, G07F-017/32D, G07G-001/00C, G07G-001/12, G07G-001/14, G07G-001/14B, G07G-005/00

**ICO:** S07F-017:32

**US Classification, Current Main:** 463-017000, 705-001000, 705-014000, 705-016000, 705-020000, 705-023000; **Secondary:** 273-269000, 463-025000, 705-010000, 705-014000, 705-016000, 705-017000, 705-020000, 705-023000, 705-026000, 902-022000,

902-023000

**US Classification, Issued:** 46317, 70516, 70514, 46317, 70516, 70516, 70510, 70516.0, 70514.0, 70520.0, 70516, 70526, 70516, 70510, 70514, 70516, 70517, 7051, 70514, 70516, 70510, 70523, 70526, 90222, 46317, 70514, 273269, 90223, 70516, 70526, 70523, 70516, 70523, 70516, 70516, 70526, 70523, 70516, 46317, 273269, 46325, 70516, 70514, 70517, 70520, 46317, 273269, 70514, 70519, 70520, 70521, 70523, 70524, 70516, 70526, 70514

File Segment: EngPI; EPI;

DWPI Class: T01; T05; T06; W06; P36; Q25

Manual Codes (EPI/S-X): **T01-J05A1; T01-J05B; T05-L; W06-A**

**Supplementary product sales processing system for point of sale terminal... ..has POS terminal that is connected to controller, for performing merchandise transactions and lottery transactions in accordance with received lottery information Original Titles:VERFAHREN UND SYSTEM ZUR VERARBEITUNG DES VERKAUFS ZUSATZLICHER PRODUKTE AN EINEM VERKAUFSENDGERAT... ..METHOD AND SYSTEM FOR PROCESSING SUPPLEMENTARY PRODUCT SALES AT A POINT-OF-SALE TERMINAL... ..PROCEDE ET SYSTEME DE TRAITEMENT DE VENTES DE PRODUITS SUPPLEMENTAIRES A UN TERMINAL DE POINT DE VENTE... ..METHOD AND SYSTEM FOR PROCESSING AUXILIARY PRODUCT SALES IN POINT-OF-SALE TERMINAL... ..Method and system for processing ancillary product sale with a sales point terminal... ..System and method for performing lottery ticket transactions utilizing point-of-sale terminals... ..Method and apparatus for selling subscriptions to periodicals in a retail environment... ..Method and apparatus for controlling offers that are provided at a point-of-sale terminal... ..System and method for performing lottery ticket transactions utilizing point-of-sale terminals... ..Method and apparatus for facilitating the play of fractional lottery tickets utilizing point-of-sale terminals... ..Method and system for processing supplementary product sales at a point-of-sale terminal... ..METHOD AND APPARATUS FOR SELLING SUBSCRIPTIONS TO PERIODICALS IN A RETAIL ENVIRONMENT... ..METHOD AND APPARATUS FOR CONTROLLING THE PERFORMANCE OF A SUPPLEMENTARY PROCESS AT A POINT-OF-SALE TERMINAL... ..METHOD AND APPARATUS FOR CONTROLLING THE PERFORMANCE OF A SUPPLEMENTARY PROCESS AT A POINT OF SALE TERMINAL... ..Method and apparatus for selling subscriptions to periodicals in a retail environment... ..Method and system for processing supplementary product sales at a point-of-sale terminal... ..Method and apparatus for controlling offers that are provided at a point-of-sale terminal... ..System and method for performing lottery ticket transactions utilizing point-of-sale terminals... ..Method and apparatus for selling subscriptions to periodicals in a retail environment... ..Method and apparatus for selling subscriptions to periodicals in a retail environment... ..Method and apparatus for selling subscriptions to periodicals in a retail environment... ..Method and apparatus for selling subscriptions to periodicals in a retail environment... ..Method and apparatus for selling subscriptions to periodicals in a retail environment... ..System and**

method for performing lottery ticket transactions utilizing point-of-sale terminals...  
 ...Method and system for processing supplementary product sales at a point-of-sale terminal...  
 ...System and method for performing lottery ticket transactions utilizing point-of-sale terminals...  
 ...Method and apparatus for processing a supplementary product sale at a point-of-sale terminal...  
 ...Method and apparatus for controlling the performance of a supplementary process at a point-of-sale terminal...  
 ...METHOD AND SYSTEM FOR PROCESSING SUPPLEMENTARY PRODUCT SALES AT A POINT-OF-SALE TERMINAL  
 Alerting Abstract ...The system includes a controller with a storage device storing merchandise information. The controller receives lottery information from the lottery data processing system. A POS terminal is connected to the controller, for performing merchandise transactions and lottery transactions in accordance with the received lottery information. The POS terminal includes a recorder for recording on a recording medium the merchandise and lottery information. The controller communicates in substantially real-time with the lottery data processing system. The storage device stores lottery information received from the lottery data processing system that includes randomly selected lottery ticket numbers. Title Terms /Index Terms/Additional Words: SUPPLEMENTARY; ... ..PROCESS; SYSTEM; Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date G06F-017/60... Main "Version 7" A63F-003/08... A63F-0003/08... ..G06F-0019/00... ..G07F-0017/32... ..G07F-0017/32... ..G07F-0005/24... ..G07F-0009/02 A63F-0003/08... ..G06F-0019/00... ..G07F-0017/32... ..G07F-0017/32... ..G07F-0005/00... ..G07F-0009/02 Manual Codes (EPI/S-X): T01-J05A1... ..T01-J05B... ..T05-L Original Publication Data by AuthorityArgentinaPublication No. ...Original Abstracts:and a corresponding upsell to offer a customer in exchange for the change due to him. If the customer accepts the upsell, the cashier so indicates by pressing a selection button on the POS terminal. The required payment amount for the customer to pay is then set equal to the rounded price, rather than the... .. A system and method for performing integrated lottery ticket and merchandise transactions using a point-of-sale terminal that generates a single sales receipt containing all pertinent lottery ticket and merchandise transaction information. The lottery tickets generated include fractional value and "quick-pick" lottery tickets. A group of point-of-sale terminals are connected to a POS controller which communicates with a lottery data processing system. An encrypted authentication code also printed on the sales receipt allows the lottery player to verify all lottery ticket transaction information, as needed... .. A system comprises a point-of-sale (POS) terminal, a POS controller, a retail subscription system. The POS terminal allows a cashier to enter subscription sales data into the POS controller. The POS controller maintains databases on available subscriptions and produces databases containing data relating to subscriptions sold to customers. The retail subscription system verifies the subscriptions by reference to its own databases and transmits the subscriptions to a fulfillment house for distribution. ... .. A POS terminal or other computing device provides a plurality of offers to customers, and then measures a performance rate of each offer. For example, the acceptance rate or the profit rate of the offers may be measured. Based on the performance rates, a subset of offers is selected. In one embodiment, the highest performing offers are selected. In another embodiment, those offers having performance rates above a predetermined threshold are selected. The selected subset of offers is then provided, while the remaining, less



desirable offers are discontinued... .. A **system** and **method** for performing integrated **lottery** ticket and merchandise transactions using a point-of-sale terminal that generates a single sales receipt containing all pertinent **lottery** ticket and merchandise transaction information. The **lottery** tickets generated include fractional value and "quick-pick" **lottery** tickets. A group of point-of-sale terminals are connected to a POS controller which communicates with a **lottery** data processing **system**. An encrypted authentication code also printed on the sales receipt allows the **lottery** player to verify all **lottery** ticket transaction information, as needed... .. A store controller determines a monetary value, such as an amount of spare change due to a customer, and allocates a portion of a **lottery** ticket for the customer. The portion is based on the monetary value, and may be, for example, equal to the monetary value, or may be the monetary value rounded to the nearest nickel. The store controller outputs a ticket identifier that identifies the **lottery** ticket (e.g. a serial number) and a portion identifier that identifies the allocated portion of the **lottery** ticket (e.g. \$0.34 of a \$2.00 **lottery** ticket). Typically, the store controller outputs the identifiers to a POS terminal, which prints a fractional **lottery** ticket redeemable for a portion of the **lottery** ticket's **prize**. The store controller also stores the ticket identifier and the portion identifier, to assure that fraudulent tickets will be detected. **After** a **drawing** date of the **lottery** ticket, the customer redeems the fractional **lottery** ticket, typically at a POS terminal. The POS terminal communicates with the store controller, which receives the ticket identifier and the portion identifier therefrom. From the received identifiers, the store controller may determine a **prize** value of the **lottery** ticket. The customer is in turn provided with a portion of the **prize** value based on the allocated portion of the ticket... .. and a corresponding upsell to offer a customer in exchange for the change due to him. If the customer accepts the upsell, the cashier so **indicates** by pressing a **selection** button on the POS terminal. The required payment amount for the customer to pay is then set equal to the rounded price, rather than the... .. A **system** comprises a point-of-sale (POS) terminal, a POS controller, a retail subscription **system**. The POS terminal allows a cashier to enter subscription sales data into the POS controller. The POS controller maintains databases on available subscriptions and produces databases containing data relating to subscriptions sold to customers. The retail subscription **system** verifies the subscriptions by reference to its own databases and transmits the subscriptions to a fulfillment house for **distribution**. ... .. According to some embodiments of the present invention, **methods** and apparatus are described for providing a **supplementary** product offer. In one embodiment, a **method** is provided for measuring an activity rate of a point-of-sale terminal and providing a **supplementary** product offer in accordance with the activity rate of the point-of-sale terminal. For example, the activity rate may be based on the number... .. According to some embodiments of the present invention, **methods** and apparatus are described for performing a **supplementary process**. In one embodiment, a **method** is provided for receiving an override signal. If the override signal **indicates** performance of a **supplementary process**, the **method** further provides for determining an upsell in dependence on a purchase, determining an upsell price in dependence on the purchase, and offering to exchange the... .. A **system** comprises a point-of-sale (POS) terminal, a POS controller, a retail subscription **system**. The POS terminal allows a cashier to enter subscription sales data into the POS controller. The POS controller maintains databases on available subscriptions and produces databases containing data relating to

subscriptions sold to customers. The retail subscription **system** verifies the subscriptions by reference to its own databases and transmits the subscriptions to a fulfillment house for **distribution**. ... .. and a corresponding upsell to offer a customer in exchange for the change due to him. If the customer accepts the upsell, the cashier so **indicates** by pressing a **selection** button on the POS terminal. The required payment amount for the customer to pay is then set equal to the rounded price, rather than the... .. A POS terminal or other computing device provides a **plurality** of offers to **customers**, and then measures a performance rate of each offer. For example, the acceptance rate or the profit rate of the offers may be measured. Based on the performance rates, a subset of offers is **selected**. In one embodiment, the highest performing offers are **selected**. In **another** embodiment, those offers having performance rates above a predetermined threshold are **selected**. The **selected** subset of offers is then provided, while the **remaining**, less desirable offers are discontinued. A **system** and **method** for performing integrated **lottery** ticket and merchandise transactions using a point-of-sale terminal that generates a single sales receipt containing all pertinent **lottery** ticket and merchandise transaction information. The **lottery** tickets generated include fractional value and "quick-pick" **lottery** tickets. A group of point-of-sale terminals are connected to a POS controller which communicates with a **lottery** data processing **system**. An encrypted authentication code also printed on the sales receipt allows the **lottery** player to verify all **lottery** ticket transaction information, as needed. In at least one embodiment, a **method** is provided for performing a **lottery** ticket transaction at a point-of-sale terminal. The **method** includes the **steps** of (1) calculating a change amount of a merchandise transaction; (2) receiving a **request** to purchase a **lottery** ticket in exchange for the change amount; (3) transmitting a **request** for a **lottery** ticket, the **request** including the change amount; (4) receiving **lottery** ticket information that is based on the change amount; and (5) printing the **lottery** ticket information on a receipt if the **request** to purchase a **lottery** ticket in exchange for the change amount is received, the **lottery** ticket information including a plurality of **lottery** numbers. Numerous other embodiments are also provided... .. A **system** comprises a point-of-sale (POS) terminal, a POS controller, a retail subscription **system**. The POS terminal allows a cashier to enter subscription sales data into the POS controller. The POS controller maintains databases on available subscriptions and produces databases containing data relating to subscriptions sold to customers. The retail subscription **system** verifies the subscriptions by reference to its own databases and transmits the subscriptions to a fulfillment house for **distribution**. ... .. A **system** comprises a point-of-sale (POS) terminal, a POS controller, a retail subscription **system**. The POS terminal allows a cashier to enter subscription sales data into the POS controller. The POS controller maintains databases on available subscriptions and produces databases containing data relating to subscriptions sold to customers. The retail subscription **system** verifies the subscriptions by reference to its own databases and transmits the subscriptions to a fulfillment house for **distribution**. ... .. A **system**

comprises a point-of-sale (POS) terminal, a POS controller, a retail subscription **system**. The POS terminal allows a cashier to enter subscription sales data into the POS controller. The POS controller maintains databases on available subscriptions and produces databases containing data relating to subscriptions sold to customers. The retail subscription **system** verifies the subscriptions by reference to its own databases and transmits the subscriptions to a fulfillment house for **distribution**. ... .. A retail subscription **system** receives one or more subscription cards **indicating** that subscriptions to periodicals were sold. The retail subscription **system** verifies the subscriptions by reference to its own databases and to codes on the subscription cards, and transmits the subscriptions to a fulfillment house for **distribution** if the codes are determined valid... .. A **system** and **method** for performing integrated **lottery** ticket and merchandise transactions using a point-of-sale terminal that generates a single sales receipt containing all pertinent **lottery** ticket and merchandise transaction information. The **lottery** tickets generated include fractional value and "quick-**pick**" **lottery** tickets. A group of point-of-sale terminals are connected to a POS controller which communicates with a **lottery** data processing **system**. An encrypted authentication code also printed on the sales receipt allows the **lottery** player to verify all **lottery** ticket transaction information, as needed... .. and a corresponding upsell to offer a customer in exchange for the change due to him. If the customer accepts the upsell, the cashier so **indicates** by pressing a **selection** button on the POS terminal. The required payment amount for the customer to pay is then set equal to the rounded price, rather than the... .. A **system** and **method** for performing integrated **lottery** ticket and merchandise transactions using a point-of-sale terminal that generates a single sales receipt containing all pertinent **lottery** ticket and merchandise transaction information. The **lottery** tickets generated include fractional value and "quick-**pick**" **lottery** tickets. A group of point-of-sale terminals are connected to a POS controller which communicates with a **lottery** data processing **system**. An encrypted authentication code also printed on the sales receipt allows the **lottery** player to verify all **lottery** ticket transaction information, as needed... .. Upsells are made accessible to customers so customers may **select** upsells as they **select** items in their purchase. Each upsell has an associated rounding code. For example, the rounding code may be determinable from a bar code printed on... .. to the upsell. A POS terminal receives the rounding code, by scanning the label or other means. Typically, the rounding code is read in a **manner** similar to the **manner** in which items in the purchase are read by the POS terminal. The purchase price (sum of all item prices and any tax) is rounded, based on the rounding code. For example, given a purchase price of \$8.26, and a rounding code that **indicates** a multiple of \$5, the purchase price would be rounded up to the next-higher multiple of \$5 (\$10.00). The **customer** would pay the rounded price in exchange for the items and the upsell. Thus, the difference between the rounded price and the purchase price (\$10... .. the measured criteria with a predetermined threshold. Based on the results of the comparison, the POS terminal determines whether to perform a supplementary process. For example, the POS terminal may perform the supplementary process only **if** the number of transactions per minute is less than a predetermined threshold... .. upsell to offer a customer in exchange for the change due to him. If the customer accepts the upsell, the cashier so **indicates** by pressing a **selection** button on the POS terminal. The required payment amount for the customer to pay is then set equal to the rounded price, rather than the purchase price. Thus... **Claims:**It is a **method** to determine the up cell of

shopping at a sales point terminal, comprising: The step which maintains at least 1 up cell price and the... The step which compares at least one and the calculated said upvaluation amount/frame of the said up cell price of the said database, A **method** to contain the step which identifies at least 1 up cell in the said database corresponding to the compared said up cell price, if the... What is claimed is: 1. A **system** comprising: a **lottery data processing system**; a controller including a storage device storing merchandise information, said controller adapted to receive **lottery** information from said **lottery data processing system**; at least one POS terminal connected to said controller, for performing merchandise transactions and **lottery** transactions in accordance with the received **lottery** information; and said POS terminal including a recorder for recording on a recording medium the merchandise and **lottery** information... What is claimed is: 1. A **system** for establishing a subscription to a periodical, comprising: a **request** receiving component configured to receive a **request** to purchase a single periodical; an offering component configured to offer to sell a subscription to the periodical at a subscription rate; an acceptance receiving component configured to receive an acceptance to the offer to sell the subscription; and a component configured to record the **distribution** of the single periodical as a first issue of the subscription... What is claimed is: 1. A **method** for controlling offers that are provided at a point-of-sale terminal, comprising: providing a plurality of offers at a point-of-sale terminal; measuring a performance rate of each offer, thereby defining a plurality of performance rates; **selecting** a subset of offers based on at least one of the plurality of performance rates; and providing the subset of offers at a point-of... What is claimed is: 1. A **system** comprising: a **lottery data processing system**; a controller including a storage device storing merchandise information, said controller adapted to receive **lottery** information from said **lottery data processing system**; at least one POS terminal connected to said controller, for performing merchandise transactions and **lottery** transactions in accordance with the received **lottery** information; and said POS terminal including a recorder for recording on a recording medium the merchandise and **lottery** information... What is claimed is: 1. A **method** for facilitating the purchase of fractional **lottery** tickets using a point-of-sale terminal, comprising: determining a monetary value; allocating a portion of a ticket, the portion being based on the monetary **method**, comprising: receiving subscription information concerning a subscription to a periodical from a retail subscription **system**; generating a record that includes the subscription information; determining whether the sale of the subscription included **distribution** of a single issue of the periodical; and initiating a subscription to the periodical that includes the normal number of subscription issues minus one if a single issue was **distributed**.... 1-24. (canceled) 25. A **method** for controlling the performance of a **supplementary process** at a point-of-sale terminal, comprising: receiving an override signal; and if the override signal **indicates** performance of a **supplemental process**, determining an upsell in dependence on a purchase, determining an upsell price in dependence on the purchase, and offering to exchange the upsell price for... What is claimed is: 1. A **method** for controlling the performance of a **supplementary process** at a point-of-sale terminal, comprising: receiving an override signal; and if the override signal **indicates** performance of a **supplementary process**, determining an upsell in dependence on a purchase, determining an upsell price in dependence on the purchase, and offering to exchange the upsell price for... A **system** for establishing a subscription to a periodical, comprising: a **request**

receiving component configured to receive a **request** to purchase an issue of a periodical;an offering component configured to offer to sell a subscription to the periodical at a subscription rate;an... ... A **method** for determining an upsell of a purchase at a point-of-sale terminal, comprising:generating a purchase price of the purchase;generating a rounded price;calculating a round-up amount, the round-up amount being a difference between the purchase price and the rounded price;generating a **selection** signal for **indicating selection** between the upsell and change; andexchanging the round-up amount for the upsell if the **selection** signal **indicates selection** of the upsell... ... A computer-implemented **method** for controlling offers that are provided at a point-of-sale terminal, comprising:providing a plurality of upsells at a point-of-sale terminal;measuring a performance rate of each upsell, thereby defining a plurality of performance rates;**selecting** a subset of upsells based on at least one of the plurality of performance rates; andproviding the subset of upsells at a point-of... ... A **method** for performing a **lottery** ticket transaction at a point-of-sale terminal, comprising:calculating a change amount of a merchandise transaction;receiving a **request** to purchase a **lottery** ticket in exchange for the change amount;transmitting a **request** for a **lottery** ticket, the **request** including the change amount;receiving **lottery** ticket information that is based on the change amount; andprinting the **lottery** ticket information on a receipt if the **request** to purchase a **lottery** ticket in exchange for the change amount is received, the **lottery** ticket information including a plurality of **lottery** numbers... ... A **method** of establishing a subscription to a periodical, comprising:receiving a **request** to purchase an issue of a periodical at a retail point of sale;determining if a subscription to the periodical is available for purchase at... ... A **method** of processing a subscription payment, comprising the **steps** of:receiving a payment for a subscription to a periodical at a point-of-sale terminal;determining a cost for a single issue of the... ... be retained from a balance of the payment based on the determination of the single issue cost;retaining the determined first amount; andtransmitting a **remaining** balance of the payment to a retail subscription **system**.... ... A **method** of initiating a subscription, comprising the **steps** of:receiving subscription information associated with a sale of a subscription to a periodical, the subscription information including a subscription term;determining a number of issues to be **distributed** during the subscription term;determining whether the sale of the subscription included **distribution** of a single issue of the periodical; andinitiating a subscription for the determined number of issues minus one, if the sale of the subscription is determined to include **distribution** of a single issue of the periodical... ... What is claimed is:1. A **method** of establishing a subscription to a periodical at a point-of-sale terminal, comprising the **steps** of:receiving at a point-of-sale terminal a single issue of a periodical;receiving at the point-of-sale terminal a subscription card **requesting** a subscription to the periodical, the subscription card containing a first set of subscription information;inputting into the point-of-sale terminal a **second** set of subscription information, the **second** set including subscription price and term;receiving payment for the subscription;generating a receipt containing the subscription price and term; andproviding the single issue... ... What is claimed is:1. A **method** of initiating a subscription to a periodical from a retail subscription **system**, comprising the **steps** of:receiving a completed subscription card **indicating** that a subscription to a periodical was sold, the subscription card containing subscription information and a code that **indicates** a merchant from which the subscription was sold;comparing the code contained

on the subscription card with codes stored in a database; determining that the... ... What is claimed is: 1. A **method** comprising: determining a change amount of a transaction; generating a fractional **lottery** ticket having a fractional amount that is based on the change amount and a full price of a **lottery** ticket; and exchanging the fractional **lottery** ticket for the change amount... ... We claim: 1. A computer implemented **method** comprising: generating a purchase price of a purchase; generating a rounded price; calculating a round-up amount, the round-up amount being a difference between the purchase price and the rounded price; determining an upsell in dependence on the round-up amount; and outputting a signal **indicative** of the upsell... ... 1. A **method** comprising: determining a purchase price of a purchase; determining an amount of change based on the purchase price; establishing a fractional value for a fractional **lottery** ticket based on the amount of change; and providing the fractional **lottery** ticket in exchange for the amount of change... ... What is claimed is: 1. A **method** comprising: scanning a bar code on at least one item; determining a purchase price for a purchase including the at least one item; receiving a... ... What is claimed is: 1. A **method** for controlling the performance of a **supplementary process** at a point-of-sale terminal, comprising: measuring an activity rate of a point-of-sale terminal; and providing a **supplementary product** offer in accordance with the activity rate and an offer schedule; in which the offer schedule comprises a set of **supplementary product** offers, each **supplementary product** offer corresponding to a predetermined range of activity rates, and in which **successively** time-consuming **supplementary product** offers correspond to **successively** greater ranges of activity rates.... Basic Derwent Week:

**1998WO-US0005787**

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Dialog eLink: [Order File History](#)

85/5,K/7 (Item 7 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0016696523 & & *Drawing available*

WPI Acc no: 2007-411606/200739

Related WPI Acc No: 2003-662152

XRPX Acc No: N2007-309445

**Wagering game conducting method for gaming machine, involves receiving wager from player, conducting primary game free of slot reel and secondary slot game in response to start- secondary game outcome**

Patent Assignee: WMS GAMING INC (WMSG-N)

Inventor: GILMORE J C; PACEY L J

Patent Family ( 1 patents, 1 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20070060275	A1	20070315	US 200242620	A	20020109	200739	B
			US 2006590105	A	20061030		

Priority Applications (no., kind, date): US 200242620 A 20020109; US 2006590105 A 20061030

Patent Details						
Patent Number	Kind	Lang	Pgs	Draw	Filing Notes	
US 20070060275	A1	EN	13	11	Continuation of application	US 200242620

#### Alerting Abstract US A1

NOVELTY - The **method** involves receiving a **wager** from a player. The **wager** is associated with a primary game on a **gaming machine** (10). A **secondary** slot game is accessed by the primary game. A primary game free of slot reels and playing cards is conducted and the primary game has a set of **randomly selected** primary-game outcomes being a start-**secondary** game outcome. A **secondary** slot game including a set of symbol-bearing reels is conducted in response to the start-**secondary** game outcome without requiring an **additional wager** from the player.

DESCRIPTION - An INDEPENDENT CLAIM is also included for a **gaming system** for conducting a **wagering** game.

USE - Used for conducting a **wagering** game e.g. cherry bomb, video slot, poker, **bingo**, **keno**, **blackjack**, **roulette** and slot reel, on a **gaming machine** e.g. video **gaming machine**.

ADVANTAGE - The **method** provides a selection game in which the machine awards the outcomes e.g. a **pay off**, **bonus** game, associated with the **selected** element and one of the non- **selected** elements, where the **bonus** game may re-trigger the **selection** game.

DESCRIPTION OF DRAWINGS - The **drawing** shows an isometric view of a **gaming machine**.

10 **Gaming machine**

12 Video display

14 Push button

**Title Terms /Index Terms/Additional Words:** GAME; CONDUCTING; **METHOD**; MACHINE; RECEIVE; PLAY; PRIMARY; FREE; SLOT; REEL; **SECONDARY**; RESPOND; START

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0009/24	A	I	F	B	20060101
A63F-0009/24	C	I		B	20060101

ECLA: G07F-017/34L

US Classification, Current Main: 463-016000

US Classification, Issued: 46316

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J08A; T05-H05E; T05-H08C; W04-X02A3**

**Wagering game conducting method for gaming machine, involves receiving wager from player, conducting primary game free of slot reel and secondary slot game in response to start- secondary game outcome** **Original Titles:**Gaming machine with chain reaction selection feature **Alerting Abstract ...NOVELTY** - The **method** involves receiving a **wager** from a player. The **wager** is associated with a primary game on a **gaming machine** (10). A **secondary** slot game is accessed by the primary game. A primary game free of slot reels and playing cards is conducted and the primary game has a set of **randomly selected** primary-game outcomes being a start-**secondary** game outcome. A **secondary** slot game including a set of symbol-bearing reels is conducted in response to the start-**secondary** game outcome without requiring an **additional wager** from the player. **DESCRIPTION** - An **INDEPENDENT CLAIM** is also included for a **gaming system** for conducting a **wagering game**... **...USE** - Used for conducting a **wagering game** e.g. cherry bomb, video slot, poker, **bingo, keno, blackjack, roulette** and slot reel, on a **gaming machine** e.g. video **gaming machine** ... **...ADVANTAGE** - The **method** provides a selection game in which the machine awards the outcomes e.g. a **pay off, bonus game**, associated with the **selected** element and one of the non- **selected** elements, where the **bonus** game may re-trigger the **selection game**... **...DESCRIPTION OF DRAWINGS** - The **drawing** shows an isometric view of a **gaming machine**... **...10 Gaming machine... Title Terms .../Index Terms/Additional Words: METHOD; ... SECONDARY; Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" **A63F-0009/24... A63F-0009/24...** Manual Codes (EPI/S-X): **T01-J08A... T05-H05E... T05-H08C... W04-X02A3** Original Publication Data by AuthorityArgentina**Publication No. Original Abstracts:**A **gaming machine** and a **method** of conducting a **game of chance** on the **gaming machine** are disclosed. In response to a **wager** from a **player**, the machine conducts a **selection game** including a **plurality of selectable** elements associated with respective outcomes. In response to a player's **selection** of one of the **selectable** elements, the machine **awards** the outcomes associated with the **selected** element and at least one of the non-**selected** elements. The **awarded** outcome may, for example, include a **payoff, a bonus game, or awarding** the outcome associated with yet **another** of the non-**selected** elements. If the **awarded** outcome includes the **bonus game**, the **bonus game** may re-trigger the **selection game**. **Claims:1-25. (canceled)26. A method** of conducting a **wagering game** on a **gaming machine**, the **method** comprising:receiving a **wager** from a player, the **wager** being associated with a primary game on the **gaming machine**, the primary game allowing access to a **secondary** slot game, the **secondary** slot game only being accessible to the player through the primary game;conducting the primary game free of slot reels and playing cards, the primary game having a plurality of **randomly selected** primary-game outcomes, at least one of the plurality of **randomly selected** primary-game outcomes being a start-**secondary** game outcome; andin response to the start-**secondary**



game outcome in the primary game and without requiring an **additional wager** from the **player**, conducting the **secondary** slot game including a **plurality** of symbol-bearing reels that are rotated and stopped to place symbols on the reels in visual association with a display area.... Basic Derwent Week: 200739...

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**Dialog eLink:** [Order File History](#)

85/5,K/9 (Item 9 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0016553750 & *Drawing available*

WPI Acc no: 2007-268687/200726

Related WPI Acc No: 2003-624926; 2003-712038

XRPX Acc No: N2007-199273

**Gaming device for playing e.g. slot, has bonus scheme including set of bonus games, where each game is different with probabilities of being selected, and processor determining whether event has occurred in play of base games**

Patent Assignee: IGT (IGTI-N)

Inventor: BAERLOCHER A J

Patent Family ( 1 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20070015572	A1	20070118	US 2000680346	A	20001005	200726	B
			US 2003414638	A	20030414		
			US 2006534049	A	20060921		

Priority Applications (no., kind, date): US 2000680346 A 20001005; US 2003414638 A 20030414; US 2006534049 A 20060921

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
US 20070015572	A1	EN	14	6	Continuation of application	US 2000680346
					Continuation of application	US 2003414638
					Continuation of patent	US 6565436
					Continuation of patent	US 7131908

#### Alerting Abstract US A1

NOVELTY - The device has a base game operated based upon a player placing a **wager**. A **bonus** scheme includes a set of **bonus** games, where each **bonus** game is different with different probabilities of being **selected**. A **processor** (36) determines whether a triggering event has occurred in a play of the base games. A display device displays the

play of the **bonus** games. The **processor** provides a player any **bonus award** from the play of the **bonus** games.

DESCRIPTION - An INDEPENDENT CLAIM is also included for a **method** of operating a **gaming** device.

USE - Used by a player for playing a game e.g. slot, poker, and **keno** .

ADVANTAGE - The **bonus** games increase excitement and enjoyment to the player via creative visual and audio displays. The **gaming** device automatically activates the **bonus** scheme based upon the triggering event. The player achieves a **bonus** triggering or qualifying condition while playing the game. The **bonus** scheme provides an incentive to the player to play the **gaming** device until the player views and plays each **bonus** game.

DESCRIPTION OF DRAWINGS - The **drawing** shows a schematic block representation of an electronic configuration of a **gaming** device.

**Title Terms /Index Terms/Additional Words:** GAME; DEVICE; PLAY; SLOT; **BONUS**; SCHEME; SET; PROBABILITY; **SELECT**; **PROCESSOR**; DETERMINE; EVENT ; OCCUR; BASE

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0009/24	A	I	F	B	20060101
A63F-0009/24	C	I	F	B	20060101

US Classification, Current Main: 463-025000; Secondary: 463-026000

US Classification, Issued: 46325, 46326

File Segment: EngPI; EPI;

DWPI Class: T05; W04; P36

Manual Codes (EPI/S-X): **T05-H05E; T05-H08C; W04-X02A3**

**Gaming device for playing e.g. slot, has bonus scheme including set of bonus games, where each game is different with probabilities of being selected, and processor determining whether event has occurred in play of base games Original**

**Titles:GAMING DEVICE HAVING A WEIGHTED PROBABILITY FOR**

**SELECTING A BONUS GAME Alerting Abstract ...NOVELTY** - The device has a base game operated based upon a player placing a **wager**. A **bonus** scheme includes a set of **bonus** games, where each **bonus** game is different with different probabilities of being **selected**. A **processor** (36) determines whether a triggering event has occurred in a play of the base games. A display device displays the play of the **bonus** games. The **processor** provides a player any **bonus award** from the play of the **bonus** games. DESCRIPTION - An INDEPENDENT CLAIM is also included for a **method** of operating a **gaming** device...

...USE - Used by a player for playing a game e.g. slot, poker, and **keno**. ...  
...ADVANTAGE - The **bonus** games increase excitement and enjoyment to the player

via creative visual and audio displays. The **gaming** device automatically activates the **bonus** scheme based upon the triggering event. The player achieves a **bonus** triggering or qualifying condition while playing the game. The **bonus** scheme provides an incentive to the player to play the **gaming** device until the player views and plays each **bonus** game...

...DESCRIPTION OF DRAWINGS - The **drawing** shows a schematic block representation of an electronic configuration of a **gaming** device. **Title Terms** .../Index Terms/Additional Words: **BONUS**; ... ..**SELECT**; **PROCESSOR**; **Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" **A63F-0009/24**... **A63F-0009/24**... Manual Codes (EPI/S-X): **T05-H05E**... ..**T05-H08C**... ..**W04-X02A3** Original Publication Data by AuthorityArgentina**Publication No. Original Abstracts:**A **bonus** scheme that has more than one and preferably at least three **bonus** games. Each **bonus** game provides excitement and enjoyment to the player via creative visual and audio displays. Each **bonus** game also has its own theme and may or may not be based upon schemes already known in the art of **gaming** devices. While the individual **bonus** games are not necessarily related to each other, the overall **bonus** scheme, preferably in the initial screen, ties the **bonus** games together in a master theme that provides flexibility for the individual **bonus** games to have their own themes. The preferred embodiment of the present invention automatically activates the **bonus** scheme upon a **bonus** triggering event. The game **selects** for the player one of three **bonus** games contained in the **bonus** scheme. The player plays the **selected** game and receives an **award** and the game returns the player to the base game. **Claims:**The invention is claimed as follows:1. A **gaming** device operable under control of at least one **processor**, said **gaming** device comprising: a base game operable upon a **player** placing a **wager**; a plurality of **bonus** games, at least two of said **bonus** games: (a) being different, (b) having different average expected **payouts**, and (c) having different probabilities of being **selected**; at least one display device; and said at least one **processor** programmed to operate with said at least one display device to: (i) determine if a triggering event has occurred, said triggering event including an occurrence of a **designated** symbol combination in a play of the base game, and (ii) if said triggering event has occurred: display a play of a **selected** one of the **bonus** games, said **selection** of said **bonus** game being a **random selection** at least in part based on said probabilities, and provide the player any **bonus award** resulting from said play of said **selected bonus game**.... Basic Derwent Week: 200726...

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**Dialog eLink: Order File History**  
85/5,K/14 (Item 14 from file: 350)  
DIALOG(R)File 350: Derwent WPIX  
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0015533567 & & *Drawing available*  
WPI Acc no: 2006-097717/200610  
Related WPI Acc No: 1995-302846; 1998-241045  
XRPX Acc No: N2006-084687

**Gaming method of slot machine, involves generating bonus game by associating randomly generated game result with count value related to bonus hit value, and**

**associating exceeding count value with win of bonus game**

Patent Assignee: MULTIMEDIA GAMES INC (MULT-N)

Inventor: CRAWFORD C J; PIECHOWIAK R J

Patent Family ( 1 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 6984173	B1	20060110	US 1994200121	A	19940222	200610	B
			US 1996727805	A	19961007		
			US 1998116425	A	19980715		

Priority Applications (no., kind, date): US 1994200121 A 19940222; US 1996727805 A 19961007; US 1998116425 A 19980715

Patent Details						
Patent Number	Kind	Lang	Pgs	Draw	Filing Notes	
US 6984173	B1	EN	18	9	C-I-P of application	US 1994200121
					C-I-P of application	US 1996727805
					C-I-P of patent	US 5580309
					C-I-P of patent	US 6012982

**Alerting Abstract US B1**

NOVELTY - A game result is **randomly** generated during a specific game. A specific game result is associated with a win of the game. A **bonus** game having a non-**randomly** generated **bonus** game result, is generated by associating **another randomly** generated game result with a count value corresponding to **bonus** hit value. The exceeding count value is associated with a win of the **bonus** game.

DESCRIPTION - An INDEPENDENT CLAIM is also included for networked game system.

USE - For playing games in stand-alone **slot machine** and linked **slot machines** of networked game system (claimed).

ADVANTAGE - Offers greater variety of winning possibilities to the **players**, thereby increasing the interest of the games. Attracts **many player** by providing suitable **awards** to the **player** by **randomly choosing** combination of symbols.

DESCRIPTION OF DRAWINGS - The figures show the flowchart of the **gaming process** of linked **gaming system** and the front view of the **slot machine**.

602-604 display windows

606 coin slot

608 handle

612-614 pay lines

620 central portion

622 display glass

**Title Terms** /Index Terms/Additional Words: GAME; METHOD; SLOT; MACHINE; GENERATE; BONUS ; ASSOCIATE; RANDOM; RESULT; COUNT; VALUE;

RELATED; HIT; WINNING

Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0013/00	A	I	F	B	20060101

ECLA: G07F-017/32D

ICO: S07F-017:32A2

US Classification, Issued: 46320, 46321, 46325

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J08A; T05-H05E; W04-X02A**

**Original Titles:**Slot machine using a count valve to award bonus game Alerting

**Abstract** ...NOVELTY - A game result is **randomly** generated during a specific game. A specific game result is associated with a win of the game. A **bonus** game having a non-**randomly** generated **bonus** game result, is generated by associating **another randomly** generated game result with a count value corresponding to **bonus** hit value. The exceeding count value is associated with a win of the **bonus** game. DESCRIPTION - An INDEPENDENT CLAIM is also included for networked game system. ... USE - For playing games in stand-alone **slot machine** and linked **slot machines** of networked game system (claimed ... ADVANTAGE - Offers greater variety of winning possibilities to the **players**, thereby increasing the interest of the games. Attracts **many player** by providing suitable **awards** to the **player** by **randomly choosing** combination of symbols.... DESCRIPTION OF DRAWINGS - The figures show the flowchart of the **gaming process** of linked **gaming system** and the front view of the **slot machine**. Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date A63F-0013/00... Manual Codes (EPI/S-X): **T01-J08A; T05-H05E; W04-X02A** Original Publication Data by AuthorityArgentinaPublication No. **Original Abstracts:**The invention relates to a **bonus** feature in a **slot machine**. This **bonus feature** may be used in stand-alone **slot machines** as well as **linked slot machines**. The preferred **embodiment** is directed to a **system** of linked **gaming machines**. In one **embodiment**, each linked **gaming machines** operates like a conventional machine where the generation and display of certain combinations of symbols within a first group of combinations provide **awards** to the individual **players** whose machines generate such combinations. In addition to this normal **mode** of play, a **bonus** feature is added where the generation and display of combinations of symbols within a **second** group of combinations **are** used in the **awarding** of a **bonus**. In such a **feature**, the generation of a combination of symbols within the **second** group of combinations is used in a **bonus award** game. The **display** on each machine may be a video display that displays the main game as well as the **bonus** game. Since both **games** can be run using the same electrical

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Inventor: SAMILA E

Patent Details					Filing Notes
Patent Number	Kind	Lang	Pgs	Draw	
US 20040102239	A1	EN	10	2	
WO 2004047939	A1	EN			
National Designated States, Original	AE AG AL AM AT AU AZ BA BB BG BR BW BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE EG ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU				

	LV MA MD MG MK MN MW MX MZ NI NO NZ OM PG PH PL PT RO RU SC SD SE SG SK SL SY TJ TM TN TR TT TZ UA UG US UZ VC VN YU ZA ZM ZW					
Regional Designated States,Original	AT BE BG BW CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NL OA PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW					
AU 2003282371	A1	EN			Based on OPI patent	WO 2004047939

### Alerting Abstract US A1

NOVELTY - This **method** involves **drawing** a winning subset of values (16) from a finite set of values. The participant subset of values is ranked by correlating the winning subset of values with the participant subset of values. All participants with respective participant subset of values having highest ranking are determined as winners. The grand **prize** is equitably **distributed** among the winners.

DESCRIPTION - The winning subset of values is **randomly selected after** each participant is provided with own subset (10, 12, 14) of values.

USE - Used for operating a **lottery** game (claimed) by a private entrepreneur, government, and a government-licensed sub-contractor.

ADVANTAGE - The **method** equitably **distributes** the grand **prize after** every specific **drawing**, thus increasing the desire of participation among the players to participate in the **lottery** games. The **method** exceptionally attracts both the participants and the game operators.

DESCRIPTION OF DRAWINGS - The **drawing** shows a schematic depiction of **lottery** game results.

10, 12, 14Values subset

16Valueess wining subset

**Title Terms /Index Terms/Additional Words:** LOTS; GAME; OPERATE; **METHOD**; DETERMINE; PARTICIPATING; SUBSET; VALUE; HIGH; PRIORITY; WINNING; **DISTRIBUTE**; **PRIZE**

### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0003/06	A	I		R	20060101
A63F-0003/06	C	I		R	20060101

ECLA: A63F-003/06E

US Classification, Current Main: 463-017000

US Classification, Issued: 46317

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-E04; T01-N01B1; T05-F; W04-X02G**

**Lottery game operating method, involves determining all participants with participants subset of values having highest priority as winners, and equitably distributes prize among all winners** Original Titles:IMPROVED LOTTERY GAME... ..Lottery Game... ..IMPROVED LOTTERY GAME Alerting Abstract ...NOVELTY - This **method** involves **drawing** a winning subset of values (16) from a finite set of values. The participant subset of values is ranked by correlating the winning subset of values with the participant subset of values. All participants with respective participant subset of values having highest ranking are determined as winners. The grand **prize** is equitably **distributed** among the winners. DESCRIPTION - The winning subset of values is **randomly selected after** each participant is provided with own subset (10, 12, 14) of values... ..USE - Used for operating a **lottery** game (claimed) by a private entrepreneur, government, and a government-licensed sub-contractor... ..ADVANTAGE - The **method** equitably **distributes** the grand **prize after** every specific **drawing**, thus increasing the desire of participation among the players to participate in the **lottery** games. The **method** exceptionally attracts both the participants and the game operators... ..DESCRIPTION OF DRAWINGS - The **drawing** shows a schematic depiction of **lottery** game results... **Title Terms** .../Index Terms/Additional Words: **METHOD**; ... ..DISTRIBUTE; **PRIZE** Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" **A63F-0003/06... A63F-0003/06...** Manual Codes (EPI/S-X): **T01-E04... ..T01-N01B1... ..T05-F... ..W04-X02G** Original Publication Data by AuthorityArgentina**Publication No. Original Abstracts:**A **lottery** game where the **prize** money is always **distributed**. A **lottery** game based on each participant **selecting** a subset of **values** from the set of values followed by the **drawing** of a winning **subset** of values is played. A winner or **plurality** of winners is **chosen** as the **participant** or **participants** each of whose **respective** subset of values has the highest correlation with the winning subset of values. The **prize** is **subsequently distributed amongst all the winners**. ... .. A **lottery** game where each of three participants has been **provided** with a subset (10), (12) and (14), respectively of three values from a ten value set (the digits 1 through 10) is depicted. The winning... .. 12) consists of values identical to those of winning subset of values (16). The participant to which subset (12) has been provided receives the grand **prize**. **Claims:**1. A **method** of operating a **lottery** game comprising:a. **providing** a finite set of values;b. for each one of a **plurality** of **participants** providing a **respective participant** subset of values;c. **drawing** a winning **subset** of values from said finite said of values;d. ranking each of said participant subset of values based on a degree of con-elation between said winning subset of values and said... .. said participant subsets of values;e. determining as winners all participants whose said **respective participant** subset of values have a highest ranking; andf. equitably **distributing a prize** equitably amongst all said winners.

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85/5,K/54 (Item 54 from file: 350)

DIALOG(R)File 350: Derwent WPIX



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0014084752 & & Drawing available

WPI Acc no: 2004-268205/200425

Related WPI Acc No: 2004-613816

XRPX Acc No: N2004-212140

**Gaming device has processor that operates indicator to simultaneously indicate two of award opportunities in one of groups of award opportunities provided to player**  
 Patent Assignee: BAERLOCHER A J (BAER-I); GERRARD P (GERR-I); IGT (IGTI-N); MARSH P J A (MARS-I); PETERSON T M (PETE-I); RANDALL D L (RAND-I)  
 Inventor: BAERLOCHER A J; GERRARD P; MARSH P; MARSH P J A; PETERSON T M; RANDALL D L

Patent Family ( 6 patents, 103 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20040048649	A1	20040311	US 2002237207	A	20020906	200425	B
WO 2004022181	A2	20040318	WO 2003US26662	A	20030825	200425	E
AU 2003260079	A1	20040329	AU 2003260079	A	20030825	200459	E
GB 2407905	A	20050511	WO 2003US26662	A	20030825	200532	E
			GB 20054888	A	20050310		
AU 2003260079	A8	20051103	AU 2003260079	A	20030825	200629	E
RU 2340001	C2	20081127	WO 2003US26662	A	20030825	200919	E
			RU 2005109934	A	20030825		

Priority Applications (no., kind, date): US 2002237207 A 20020906

Patent Details					
Patent Number	Kind	Lang	Pgs	Draw	Filing Notes
US 20040048649	A1	EN	22	7	
WO 2004022181	A2	EN			
National Designated States, Original	AE AG AL AM AT AU AZ BA BB BG BR BY BZ CA CH CN CO CR CU CZ DE DK DM DZ EC EE ES FI GB GD GE GH GM HR HU ID IL IN IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MA MD MG MK MN MW MX MZ NI NO NZ OM PG PH PL PT RO RU SC SD SE SG SK SL SY TJ TM TN TR TT TZ UA UG UZ VC VN YU ZA ZM ZW				
Regional Designated States, Original	AT BE BG CH CY CZ DE DK EA EE ES FI FR GB GH GM GR HU IE IT KE LS LU MC MW MZ NL OA PT RO SD SE SI SK SL SZ TR TZ UG ZM ZW				
AU 2003260079	A1	EN			Based on OPI patent WO 2004022181

GB 2407905	A	EN		PCT Application	WO 2003US26662
				Based on OPI patent	WO 2004022181
AU 2003260079	A8	EN		Based on OPI patent	WO 2004022181
RU 2340001	C2	RU		PCT Application	WO 2003US26662
				Based on OPI patent	WO 2004022181

### Alerting Abstract US A1

NOVELTY - The device includes a **processor** that operates an **indicator** (112) to simultaneously **indicate** two of the **award** opportunities in one of the groups of **award** opportunities. One of the **indicated** opportunities **selected** by the player is **processed** and the outcome resulting from the **selected** opportunity is provided to the player.

DESCRIPTION - An INDEPENDENT CLAIM is also included for **gaming** device operation **method**.

USE - **Gaming** device incorporated with primary games such as slot, poker, **blackjack** or **keno**.

ADVANTAGE - Provides **gaming** device with a **bonus** event with **multiple player selectable award** opportunities. Hence, increases the **player** excitement and entertainment.

DESCRIPTION OF DRAWINGS - The figure shows the front perspective view of the **gaming** device.

30 display device

100 wheel

112 **indicator**

117a multiplier display

**Title Terms /Index Terms/Additional Words:** GAME; DEVICE; **PROCESSOR**; OPERATE; **INDICATE**; SIMULTANEOUS; TWO; **AWARD**; ONE; GROUP; PLAY

### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
G07F-017/32			Main		"Version 7"
G07F-017/34			Secondary		"Version 7"
A63F-0013/00	A	I		R	20060101
G07F-0017/32	A	I		R	20060101
G07F-0017/34	A	I		R	20060101
G07F-0007/00	A	I		R	20060101
G07F-0017/32	A	I	F	B	20060101
A63F	S	I		R	20060101

A63F-0013/00	C	I		R	20060101		
G07F-0017/32	C	I		R	20060101		
G07F-0007/00	C	I		R	20060101		
G07F-0017/32	C	I		B	20060101		

ECLA: G07F-017/32

US Classification, Current Main: 463-020000

US Classification, Issued: 46320

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): T01-F06; T01-J30B; T05-H05E; W04-X02A3

Gaming device has processor that operates indicator to simultaneously indicate two of award opportunities in one of groups of award opportunities provided to player  
**Original Titles:**GAMING DEVICE HAVING A BONUS GAME WITH MULTIPLE PLAYER SELECTABLE AWARD OPPORTUNITIES... ..**Gaming** device having a **bonus** game... ..Playing device with **bonus** game having great number of possible **bonus** award versions selected by user... ..**Gaming** device having a **bonus** game with **multiple player selectable award opportunities**... ..**GAMING DEVICE HAVING A BONUS GAME WITH MULTIPLE PLAYER SELECTABLE AWARD OPPORTUNITIES**... ..DISPOSITIF DE JEU COMPORTANT UN JEU A BONIFICATION AVEC DE MULTIPLES POSSIBILITES DE PRIX SELECTIONNABLES PAR UN UTILISATEUR  
**Alerting Abstract** ...NOVELTY - The device includes a **processor** that operates an **indicator** (112) to simultaneously **indicate** two of the **award** opportunities in one of the groups of **award** opportunities. One of the **indicated** opportunities **selected** by the player is **processed** and the outcome resulting from the **selected** opportunity is provided to the player. DESCRIPTION - An INDEPENDENT CLAIM is also included for **gaming** device operation **method**. ... ..**USE** - **Gaming** device incorporated with primary games such as slot, poker, **blackjack** or **keno**. ... ..**ADVANTAGE** - Provides **gaming** device with a **bonus** event with **multiple player selectable award** opportunities. Hence, increases the **player** excitement and entertainment... ..**DESCRIPTION OF DRAWINGS** - The figure shows the front perspective view of the **gaming** device... ..112  
**indicator Title Terms** .../Index Terms/Additional Words: **PROCESSOR**; ... ..**INDICATE**; ... ..**AWARD**; **Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date G07F-017/32 Main "Version 7" G07F-017/34 A63F-0013/00... ..G07F-0017/32... ..G07F-0017/34... ..G07F-0007/00... ..G07F-0017/32 A63F ... ..A63F-0013/00... ..G07F-0017/32... ..G07F-0007/00... ..G07F-0017/32 Manual Codes (EPI/S-X): T01-F06... ..T01-J30B... ..T05-H05E... ..W04-X02A3  
**Original Publication Data** by AuthorityArgentina**Publication No.**  
**Original Abstracts:** FIELD: games; entertainment.SUBSTANCE: device displays a quantity of groups to the player. Each group includes possible interrelated version of **bonus award**. Pointer shows at least two possible versions of **bonus award** within one group. Player **selects** one of the highlighted versions and gets corresponding results being

the consequence of **selected** player **bonus award** version. One of the invention implementation versions provides for getting medium anticipated results, which are consequence of possible **bonus award** versions, are nearly equal.EFFECT: widening of engineering facilities **selection** for games and **modes** of playing device operation.130 cl. 9 dwg.... A **gaming device and method** having a game with **multiple player selectable award** opportunities. In one embodiment, the **gaming device** displays a **plurality** of groups to a **player**. Each of the groups include related **award** opportunities. An **indicator** simultaneously **indicates** at least two of the **award** opportunities in one of the groups. The player **chooses** one of the **indicated award** opportunities and receives the outcome which results from the **indicated award** opportunity **picked** by the player. In one embodiment, the average expected values of the outcomes which result from the **indicated award** opportunities in each group are approximately equal... A **gaming device and method** having a game with **multiple player selectable award** opportunities. In one embodiment, the **gaming device** displays a **plurality** of groups to a **player**. Each of the groups include related **award** opportunities. An **indicator** simultaneously **indicates** at least two of the **award** opportunities in one of the groups. The player **chooses** one of the **indicated award** opportunities and receives the outcome which results from the **indicated award** opportunity **picked** by the player. In one embodiment, the average expected values of the outcomes which result from the **indicated award** opportunities in each group are approximately equal... La presente invention se rapporte a un dispositif et a un procede de jeu faisant appel a un jeu ayant de multiples possibilites de prix **selectionnables** par un joueur. Dans un **mode** de realisation, le dispositif de jeu affiche une pluralite de groupes a un joueur. Chacun des groupes comprend des possibilites de prix associees. Un **indicateur** indique simultanement au moins deux des possibilites de prix dans l'un des groupes. Le joueur choisit l'une des possibilites de prix indiquees et recoit le resultat qui est associe a la possibilite de prix indiquee, **selectionnee** par le joueur. Dans un **mode** de realisation, les valeurs moyennes attendues des resultats qui sont associees aux possibilites de prix indiquees dans chaque groupe sont approximativement egales. **Claims:** The invention is claimed as follows: 1. A **gaming device** comprising: a plurality of groups of **award** opportunities; at least two related **award** opportunities in each of the groups; a plurality of outcomes associated with the **award** opportunities; an **indicator** adapted to simultaneously **indicate** at least two of the **award** opportunities in one of the groups; and a **processor** operable to cause the **indicator** to **indicate** at least two of the **award** opportunities in a **randomly selected** group, enable a player to **choose** one of the **indicated award** opportunities and provide the player with an outcome resulting from the **indicated award** opportunity **picked** by the player. Basic Derwent Week: 200425

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85/5,K/58 (Item 58 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0014043075 & & *Drawing available*

WPI Acc no: 2004-225281/200421

XRFX Acc No: N2004-178007

**Wagering game conducting method for gaming machine e.g. slot machine, involves modifying payout multiplier for selected outcomes based on occurrence of predetermined symbols in preceding outcome**

Patent Assignee: ENGLMAN A G (ENGL-I); WMS GAMING INC (WMSG-N)

Inventor: ENGLMAN A G

Patent Family ( 2 patents, 1 & countries )							
Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20040038731	A1	20040226	US 2002162543	A	20020604	200421	B
US 7147559	B2	20061212	US 2002162543	A	20020604	200701	E

Priority Applications (no., kind, date): US 2002162543 A 20020604

Patent Details					
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20040038731	A1	EN	14	8	

#### Alerting Abstract US A1

NOVELTY - The **method** involves receiving a **wager** in a **gaming machine** (10) from a player, and providing a **payout** multiplier for respective **randomly selected** outcomes.

The **payout** multiplier for the outcomes is modified based on occurrence of predetermined symbols in a preceding outcome. The **payouts** are **awarded** for the respective outcomes based on a **pay table**. Each of the **payout** is multiplied by a respective **payout** multiplier.

DESCRIPTION - An INDEPENDENT CLAIM is also included for a **gaming machine** for conducting a **wagering game**.

USE - Used for conducting a **wagering game** in a game machine e.g. a **slot machine** and a **video poker machine**.

ADVANTAGE - The **wagering game conducting method** efficiently improves **bonus** games and efficiently satisfies the demands of the players and the operators.

DESCRIPTION OF DRAWINGS - The **drawing** shows

10Gaming machine

12Visual display

14Push buttons

**Title Terms** /Index Terms/Additional Words: GAME; CONDUCTING; **METHOD**; MACHINE; SLOT; MODIFIED; **PAYOUT**; MULTIPLIER; **SELECT**; BASED; OCCUR; PREDETERMINED; SYMBOL; PRECEDE

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version

					Date
G06F-0017/00	A	I	F	B	20060101
G06F-0019/00	A	I	L	B	20060101
G07F-0017/32	A	I		R	20060101
G06F-0017/00	C	I	F	B	20060101
G06F-0019/00	C	I	L	B	20060101
G07F-0017/32	C	I		R	20060101

ECLA: G07F-017/32

US Classification, Current Main: 463-025000; Secondary: 463-020000

US Classification, Issued: 46325, 46325, 46320

File Segment: EngPI; EPI;

DWPI Class: T05; W04; P36

Manual Codes (EPI/S-X): T05-H05E; T05-H08C; W04-X02A3

**Wagering game conducting method for gaming machine e.g. slot machine, involves modifying payout multiplier for selected outcomes based on occurrence of predetermined symbols in preceding outcome** Alerting Abstract ...NOVELTY - The method involves receiving a **wager** in a **gaming** machine (10) from a player, and providing a **payout** multiplier for respective **randomly selected** outcomes. The **payout** multiplier for the outcomes is modified based on occurrence of predetermined symbols in a preceding outcome. The **payouts** are **awarded** for the respective outcomes based on a pay table. Each of the **payout** is multiplied by a respective **payout** multiplier. DESCRIPTION - An INDEPENDENT CLAIM is also included for a **gaming** machine for conducting a **wagering** game.... USE - Used for conducting a **wagering** game in a game machine e.g. a **slot machine** and a **video poker** machine.... ADVANTAGE - The **wagering** game conducting method efficiently improves **bonus** games and efficiently satisfies the demands of the players and the operators.... DESCRIPTION OF DRAWINGS - The **drawing** shows... Title Terms .../Index Terms/Additional Words: METHOD; ... PAYOUT; ... SELECT; Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" G06F-0017/00... G06F-0019/00... G07F-0017/32 G06F-0017/00... G06F-0019/00... G07F-0017/32 Manual Codes (EPI/S-X): T05-H05E... T05-H08C... W04-X02A3 Original Publication Data by Authority Argentina Publication No. Original Abstracts: A **wagering** game is conducted on a **gaming** machine. The **wagering** game includes a basic game and a special feature triggered by a start-feature outcome in the basic game. In the special feature, the machine **randomly selects** a plurality of outcomes and provides a **payout** multiplier for each of the respective outcomes. Each of the outcomes includes a plurality of symbols placed in a symbol array. The **payout** multiplier for each of the respective outcomes is modified (e.g., increased) based on any occurrences of a predetermined symbol among the plurality of symbols included in a preceding one of the outcomes. The machine **awards payouts** for the respective outcomes according to a pay

table and multiplies each **payout** by the respective **payout** multiplier... ... A **wagering** game is conducted on a **gaming** machine. The **wagering** game includes a basic game and a special feature triggered by a start-feature outcome in the basic game. In the special feature, the machine **randomly selects** a plurality of outcomes and provides a **payout** multiplier for each of the respective outcomes. Each of the outcomes includes a plurality of symbols placed in a symbol array. The **payout** multiplier for each of the respective outcomes is modified (e.g., increased) based on any occurrences of a predetermined symbol among the plurality of symbols included in a preceding one of the outcomes. The machine **awards payouts** for the respective outcomes according to a pay table and multiplies each **payout** by the respective **payout** multiplier. **Claims:**What is claimed is:1. A **method** of conducting a **wagering** game on a **gaming** machine, comprising:receiving a **wager** from a **player**;randomly selecting a **plurality** of outcomes;providing a **payout** multiplier for each of the respective outcomes, the **payout** multiplier for each of the respective outcomes being modified based on any occurrences of one or more predetermined symbols in a preceding one or more of the outcomes;awarding **payouts** for the respective outcomes according to a pay table; andmultiplying each **payout** by the respective **payout** multiplier... ... What is claimed is:26. A **method** of conducting a **wagering** game on a **gaming** machine, comprising: receiving a **wager** from a **player**;randomly selecting a free-spins outcome from a **plurality** of outcomes, said free-spins outcome triggering a plurality of free spins;providing a **payout** multiplier for each of said plurality of free spins, the **payout** multiplier being modified for a current one of the free spins based on any occurrences of one or more predetermined symbols in an immediately preceding one of the free spins;awarding **payouts** for the respective outcomes according to a pay table; andmultiplying each **payout** by the respective **payout** multiplier **after** a respective one of the free spins has been **selected** and before a **subsequent** one of the free spins has been **selected**, the respective **payout** multiplier excluding any occurrences of the one or more predetermined symbols in the current one of the free spins, the **payout** multiplier being a factor other than one.Basic Derwent Week: 200421

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**Dialog eLink:** [Order File History](#)  
85/5,K/61 (Item 61 from file: 350)  
DIALOG(R)File 350: Derwent WPIX  
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0013819021 & & *Drawing available*  
WPI Acc no: 2003-659831/200362  
XRPX Acc No: N2003-526121

**Game conducting method in networked game machines e.g. slot machine, involves providing opportunity to play primary or bonus game comprising simulated contest**  
Patent Assignee: ANCHOR GAMING (ANCH-N); IGT (IGTI-N); MCCLINTIC M A (MCCL-I)  
Inventor: MCCLINTIC M A

Patent Family ( 3 patents, 2 & countries )							
Patent Number	Kind	Date	Application	Kind	Date	Update	Type

			Number				
US 20030114218	A1	20030619	US 200127888	A	20011219	200362	B
GB 2383270	A	20030625	GB 200229511	A	20021219	200362	E
US 6837793	B2	20050104	US 200127888	A	20011219	200503	E

Priority Applications (no., kind, date): US 200127888 A 20011219

Patent Details						
Patent Number	Kind	Lang	Pgs	Draw	Filing Notes	
US 20030114218	A1	EN	15	5		

#### Alerting Abstract US A1

**NOVELTY** - A bonus game comprising a simulated contest against an opponent, is provided with primary game. An opportunity to play primary or bonus game is provided to a player. The player is allowed to select a bonus game character representing the player in the contest. The outcome of primary or bonus game is randomly determined.

**DESCRIPTION** - An INDEPENDENT CLAIM is also included for game system.

**USE** - For conducting games such as video poker games, video blackjack games, video keno games, video bingo games, slot games, lotto games in respective game machines networked using internet, wide area network (WAN), local area network (LAN), and wireless communication links.

**ADVANTAGE** - Enhances interest of players and revenue by providing opportunity to play bonus game with simulated contest.

**DESCRIPTION OF DRAWINGS** - The figure shows a flowchart illustrating bonus game conducting process.

**Title Terms /Index Terms/Additional Words:** GAME; CONDUCTING; METHOD; MACHINE; SLOT; PLAY; PRIMARY; BONUS; COMPRISE; SIMULATE; CONTEST

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
G07F-0017/32	A	I		R	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32D

**US Classification, Current Main:** 463-025000, 463-042000; **Secondary:** 463-025000, 463-042000

**US Classification, Issued:** 46325, 46342, 46342, 46325



File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-N01B1; T05-H05E; T05-H08C; W04-X02A8; W04-X02B5; W04-X02E; W04-X02G**

**Class Codes Manual Codes (EPI/S-X): T01-N01B1... ..T05-H05E... ..T05-H08C... ..W04-X02A8... ..W04-X02B5... ..W04-X02E... ..W04-X02G** Original Publication Data by Authority Argentina **Publication No. ...Claims:**the bonus game is initiated, and rejecting the challenge, whereupon a quantity of credits are debited from the challenged player and credited to the another **player**; and each gaming machine of the **plurality of gaming machines** including at least one **bonus** game input engageable by a player to **select a bonus** game character to represent the player in the **simulated** contest against the at **least** one opponent, and **to modify one or more** aspects of **the bonus** game character by selecting **bonus game** character **elements** from a library of available **bonus** game character elements.

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**Dialog eLink:** [Order File History](#)

85/5,K/85 (Item 85 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0013431172 & *Drawing available*

WPI Acc no: 2003-522012/200349

XRFX Acc No: N2003-414114

**Bonus game playing method in game machine e.g. reel-type slot machine, involves carrying out bonus game which provides outcome for initiating another game which determines end or continuation of bonus game**

Patent Assignee: DESIMONE F (DESI-I); DINI M T (DINI-I); JACKSON J P (JACK-I); PIECHOWIAK R J (PIEC-I); SIGMA GAME INC (SIGM-N); MULTIMEDIA GAMES INC (MULT-N)

Inventor: DESIMONE F; DINI M T; JACKSON J P; PIECHOWIAK R J

Patent Family ( 5 patents, 3 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20030064797	A1	20030403	US 2001967629	A	20010928	200349	B
CA 2404569	A1	20030328	CA 2404569	A	20020923	200349	E
US 6755737	B2	20040629	US 2001967629	A	20010928	200443	E
AU 2002301183	A1	20030612	AU 2002301183	A	20020920	200455	E
AU 2002301183	B2	20061123	AU 2002301183	A	20020920	200725	E

Priority Applications (no., kind, date): US 2001967629 A 20010928

Patent Details

Patent Number	Kind	Lang	Pgs	Draw	Filing Notes
US 20030064797	A1	EN	12	9	
CA 2404569	A1	EN			

### Alerting Abstract US A1

**NOVELTY** - A primary game providing a special outcome for allowing a player to play a bonus game, is carried out. The bonus game providing another outcome for initiating another game to determine the end or continuation of the bonus game, is carried out. The other game providing several outcomes one of which allowing the bonus game to continue and the other ending the bonus game, is carried out.

**DESCRIPTION** - An **INDEPENDENT CLAIM** is also included for game machine.

**USE** - For playing bonus game in game machine (claimed) e.g. video poker machine, video and reel-type slot machines.

**ADVANTAGE** - Allows the player to feel more in control of the bonus game and also increases the interest of the player by adding the game which determines the end or continuation of the bonus game.

**DESCRIPTION OF DRAWINGS** - The figure shows a front view of the video slot machine.

**Title Terms** /Index Terms/Additional Words: BONUS; GAME; PLAY; METHOD; MACHINE; REEL; TYPE; SLOT; CARRY; INITIATE; DETERMINE; END; CONTINUE

### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-013/00			Main		"Version 7"
G06F-161/00			Secondary		"Version 7"
A63F-0013/00	A	I	F	B	20060101
A63F-0013/10	A	I	L	B	20060101
A63F-0005/04	A	I	L	B	20060101
G06F-0019/00	A	I	L	B	20060101
G07F-0017/32	A	I	L	B	20060101
G07F-0017/32	A	I		R	20060101
G07F-0017/34	A	I	L	B	20060101
A63F-0013/00	C	I	F	B	20060101
A63F-0013/10	C	I	L	B	20060101
A63F-0005/04	C	I	L	B	20060101
G06F-0019/00	C	I	L	B	20060101

G07F-0017/32	C	I	L	B	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32

**US Classification, Current Main:** 463-016000, 463-025000; **Secondary:** 463-016000, 463-020000, 463-021000 , 463-022000, 463-023000, 463-024000, 463-029000

**US Classification, Issued:** 46316, 46320, 46321, 46322, 46323, 46324, 46329, 46325, 46316

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J08A; T05-H05E; T05-H08C; W04-X02A3**

**Class Codes Manual Codes (EPI/S-X): T01-J08A... ..T05-H05E... ..T05-H08C...**

**...W04-X02A3** Original Publication Data by AuthorityArgentina**Publication No.**

**...Original Abstracts:**by the player or the gaming machine of one of a plurality of tiles (or other icons), where certain ones of the tiles end the **bonus** game and other ones of the tiles allow the **bonus** game to continue. The third game may be any game where a **random** result determines the ending of the **bonus** game, or the third game may be a game of skill, such as a hand of **blackjack**. In one embodiment, the primary game, the **bonus** game, and the third game are played on the same touch video screen, where sensors in the screen detect the position of a player's touch in order to select a displayed option. >**Claims:**What is claimed is:1. A method performed by a gaming machine comprising:(a) carrying out a primary game providing any of a plurality of first outcomes, at least one of said first outcomes allowing a player to play a bonus game;(b) carrying out said bonus game upon obtaining said one of said first outcomes, said bonus game providing a plurality of second outcomes, at least one of said second outcomes initiating a third game to determine whether said bonus game is to end or continue; and(c) carrying out said third game to obtain one of a plurality of third possible outcomes, said one of a plurality of possible third outcomes including an end-bonus game outcome, ending said bonus game, and another of said plurality of possible third outcomes allowing said bonus game to continue... .. What is claimed is:1. A method performed by a gaming machine comprising:(a) carrying out a primary game providing any of a plurality of first outcomes, at least one of said first outcomes allowing a player to play a bonus game;(b) carrying out said bonus game upon obtaining said one of said first outcomes, said bonus game providing a plurality of second outcomes, at least one of said second outcomes initiating a third game to determine whether said bonus game is to end or continue;(c) carrying out said third game to present to said player a plurality of player selectable options, said plurality of player selectable options representing a plurality of third possible outcomes, said one of a plurality of possible third outcomes including an end-bonus game outcome, ending said bonus game, and another of said plurality of possible third outcomes allowing said bonus game to continue; and(d) receiving from said player a choice of one option from among said plurality of player selectable options, said choice being received prior to

revealing to said player which one of said plurality of third possible outcomes is associated with said choice.>

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85/5,K/91 (Item 91 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0013377784 & & *Drawing available*

WPI Acc no: 2003-467426/200344

XRPX Acc No: N2003-371986

**Gaming device such as slot machine provides supplementing awards including award and additional award generation, in association with selections selected by player**

Patent Assignee: BAERLOCHER A J (BAER-I); GLAVICH P (GLAV-I); IGT (IGTI-N)

Inventor: BAERLOCHER A J; GLAVICH P

Patent Family ( 2 patents, 1 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20030064780	A1	20030403	US 2001966663	A	20010928	200344	B
US 6796902	B2	20040928	US 2001966663	A	20010928	200464	E

Priority Applications (no., kind, date): US 2001966663 A 20010928

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 20030064780	A1	EN	13	10	

**Alerting Abstract US A1**

NOVELTY - A **processor** provides the supplementing **awards** (118) associated with **selections** of the players, where the supplementing **awards** stored in a database (120) accessed by the **processor** includes an **award** (116) and **additional award** generation that provides game credits or game credit multiplier.

USE - Especially regarding **bonus** round including **selections** and **selectable choices** in **slot machine** in which primary games such as slot, poker, **keno** can be played using local area network (LAN), wide area network (WAN), Internet connection, microwave link. Also for hand-held video game device, computer games in desk top or lap top personal computer (PC) or other computerized platform.

ADVANTAGE - Contemplates **random additional award** generation or predetermined link having **multiple** effects or outcomes and informs the **player** about provision of the visually or audibly supplementing **award** to increase enjoyment and excitement.

DESCRIPTION OF DRAWINGS - The figure shows a schematic view of a portion of the database including game **awards** and supplementing **awards**.

116 awards  
 118 supplementing awards  
 120 database

**Title Terms /Index Terms/Additional Words:** GAME; DEVICE; SLOT; MACHINE;  
**SUPPLEMENTARY; AWARD; ADD; GENERATE; ASSOCIATE; SELECT ; PLAY**

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
G07F-0017/32	A	I		R	20060101
G07F-0017/32	C	I		R	20060101

ECLA: G07F-017/32

US Classification, Current Main: 463-020000; Secondary: 273-139000

US Classification, Issued: 46320, 46320, 273139

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J05B4P; T01-J08A; T01-J30B; T05-H05E; T05-H08C; W04-X02A3; W04-X02A8**

**Gaming device such as slot machine provides supplementing awards including award and additional award generation, in association with selections selected by player** **Original Titles:** Gaming device including awards that generate another award **Gaming device including awards that generate another award Alerting Abstract** ...NOVELTY - A processor provides the supplementing awards (118) associated with selections of the players, where the supplementing awards stored in a database (120) accessed by the processor includes an award (116) and additional award generation that provides game credits or game credit multiplier. USE - Especially regarding bonus round including selections and selectable choices in slot machine in which primary games such as slot, poker, keno can be played using local area network (LAN), wide area network (WAN), Internet connection, microwave link. Also for hand-held video game device, computer games.... ADVANTAGE - Contemplates random additional award generation or predetermined link having multiple effects or outcomes and informs the player about provision of the visually or audibly supplementing award to increase enjoyment and excitement.... DESCRIPTION OF DRAWINGS - The figure shows a schematic view of a portion of the database including game awards and supplementing awards. ... 116 awards ... 118 supplementing awards **Title Terms** .../Index Terms/Additional Words: **SUPPLEMENTARY; AWARD; .../SELECT; Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date "Version 7" **G07F-0017/32... G07F-0017/32... Manual Codes (EPI/S-X): T01-J05B4P... T01-J08A... T01-J30B... T05-H05E... T05-H08C... W04-X02A3... W04-**

**X02A8** Original Publication Data by Authority Argentina Publication No. **Original Abstracts:** The present invention includes a **gaming** device and preferably a **bonus** round of a gaming device having a **processor** and a game that presents one or more **selectable choices** to a **player**. After a **selection** is made, the **processor** accesses an **award database** and generates an **award** for the player. **Certain awards** of the database **provide** pecuniary gain outcomes, such as a **gaming** device credit or a game multiplier. One or more supplementing **awards** of the database **include** a pecuniary gain outcome and an **additional award** generation outcome. ... .. The present invention includes a **gaming** device and preferably a **bonus** round of a gaming device having a **processor** and a game that presents one or more **selectable choices** to a player. After a **selection** is made, the **processor** accesses an **award** database and generates an **award** for the player. **Certain awards** of the database **provide** pecuniary gain outcomes, such as a **gaming** device credit or a game multiplier. One or more supplementing **awards** of the database include a pecuniary gain outcome and an **additional award** generation outcome. **Claims:** The invention is hereby claimed as follows: 1. A **gaming** device comprising: a **processor**; a plurality of **selections**; a plurality of **awards** associated with said **selections**; and at least one **supplementing award** adapted to be provided to a **player** by the **processor**, said supplementing **awards** associated with at least one of said **selections**, each supplementing **award** including an **award** and at least one **additional award** generation. The invention is hereby claimed as follows: 1. A **gaming** device comprising: a **processor**; a game controlled by the **processor** and displayed by a display device; a plurality of **selections** in the game; a plurality of **awards** associated with said **selections**; and at least one supplementing **award** associated with at least one of said **selections**, said supplementing **award** adapted to be provided to a **player** by the **processor** when the **player** picks the **selection** associated with the supplementing **award**, each supplementing **award** including an **award** which is automatically provided to the player and at least one **additional award** generation which automatically provides an independently **randomly determined** guaranteed **additional award** to the **player** for said supplementing **award**.

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 85/5,K/100 (Item 100 from file: 350)  
 DIALOG(R)File 350: Derwent WPIX  
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0013318052 & *Drawing available*  
 WPI Acc no: 2003-405371/200339  
 XRPX Acc No: N2003-323297

**Gaming apparatus e.g. coin operated slot gambling machine that initiates first bonus game and on completion of this game selects another bonus game**  
 Patent Assignee: ARUZE CO LTD (ARUZ-N); ARUZE KK (ARUZ-N); SUZUKI T (SUZU-I)  
 Inventor: SUZUKI T

Patent Family ( 8 patents, 34 & countries )

Patent Number	Kind	Date	Application	Kind	Date	Update	Type
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			Number				
EP 1288875	A2	20030305	EP 200218916	A	20020823	200339	B
JP 2003062177	A	20030304	JP 2001255067	A	20010824	200339	E
US 20030060282	A1	20030327	US 2002226652	A	20020823	200339	E
ZA 200206807	A	20030625	ZA 20026807	A	20020826	200348	E
AU 2002300751	A1	20030612	AU 2002300751	A	20020823	200455	E
US 7344444	B2	20080318	US 2002226652	A	20020823	200822	E
US 20080119264	A1	20080522	US 2002226652	A	20020823	200835	E
			US 200816184	A	20080117		
JP 2008307425	A	20081225	JP 2001255067	A	20010824	200918	E
			JP 2008250739	A	20080929		

Priority Applications (no., kind, date): JP 2001255067 A 20010824; JP 2008250739 A 20080929

0000029

Patent Details							
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes		
EP 1288875	A2	EN	36	23			
Regional Designated States, Original	AL AT BE BG CH CY CZ DE DK EE ES FI FR GB GR IE IT LI LT LU LV MC MK NL PT RO SE SI SK TR						
JP 2003062177	A	JA	19				
ZA 200206807	A	EN	53				
US 20080119264	A1	EN			Continuation of application	US 2002226652	
					Continuation of patent	US 7344444	
JP 2008307425	A	JA	24		Division of application	JP 2001255067	

#### Alerting Abstract EP A2

NOVELTY - Includes a display with several display areas, on which area symbols are displayed, and a controller. Under specific requirements irrelevant to a result of **another bonus** game, a corresponding **bonus** game is initiated. A particular **bonus** game (i.e., a **second bonus** game) is then executed when the specific requirements have been satisfied or when a specific result has been accomplished through the first **bonus** game.

DESCRIPTION - INDEPENDENT CLAIMS are included for a **gaming** apparatus comprising, a **slot machine** which, a **method** for controlling, and a program to be.

USE - As coin operated slot **gambling** machine.

ADVANTAGE - Provides new and enhanced game development for player.

DESCRIPTION OF DRAWINGS - The **drawing** shows a block diagram of the apparatus.

**Title Terms /Index Terms/Additional Words:** GAME; APPARATUS; COIN;  
OPERATE; SLOT; GAMBLING; MACHINE; INITIATE; FIRST; BONUS;  
COMPLETE; SELECT

**Class Codes**

International Patent Classification						
IPC	Class Level	Scope	Position	Status	Version Date	
A63F-013/00			Main		"Version 7"	
A63F-013/10; G06F-161/00; G06F-019/00; G07F-017/34; G09G-003/36; G09G-005/40; A63F-005/04			Secondary		"Version 7"	
A63F-0005/04	A	I	F	R	20060101	
A63F-0009/24	A	I	F	B	20060101	
G07F-0017/32	A	I		R	20060101	
A63F-0005/04	A	I	F	B	20060101	
A63F-0005/04	C	I	F	R	20060101	
A63F-0009/24	C	I	F	B	20060101	
G07F-0017/32	C	I		R	20060101	
A63F-0005/04	C	I		B	20060101	

**ECLA:** G07F-017/32

**US Classification, Current Main:** 463-020000, 463-036000

**US Classification, Issued:** 46336, 46320, 46336

**File Segment:** EngPI; EPI;

**DWPI Class:** T01; T05; W04; P36; P85

**Manual Codes (EPI/S-X):** T01-J08A; T01-S03; T05-H05E; T05-H08C; W04-X02A3

**Gaming apparatus e.g. coin operated slot gambling machine that initiates first bonus game and on completion of this game selects another bonus game** Original  
**Titles:**Gaming apparatus and gaming apparatus control method ... ..Gaming apparatus and gaming apparatus control method ... ..GAME MACHINE AND METHOD FOR CONTROLLING THE SAME.... ..The control method of the gamelaying apparatus and the gamelaying apparatus, a program, and a recording medium.... ..Gaming apparatus and gaming apparatus control method GAMING APPARATUS AND GAMING APPARATUS CONTROL METHOD Gaming apparatus and gaming apparatus control method Alerting Abstract ...NOVELTY - Includes a display with several display areas, on which area symbols are displayed, and a controller. Under



specific requirements irrelevant to a result of **another bonus** game, a corresponding **bonus** game is initiated. A particular **bonus** game (i.e., a **second bonus** game) is then executed when the specific requirements have been satisfied or when a specific result has been accomplished through the first **bonus** game. DESCRIPTION - INDEPENDENT CLAIMS are included for a **gaming** apparatus comprising, a **slot machine** which, a **method** for controlling, and a program to be... USE - As coin operated slot **gambling** machine.... DESCRIPTION OF DRAWINGS - The **drawing** shows a block diagram of the apparatus. **Title Terms** .../Index Terms/Additional Words: **GAMBLING**; ... **BONUS**; ... **SELECT Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date **A63F-013/00** Main "Version 7" **A63F-013/10**... **G06F-161/00**... **G06F-019/00**... **G07F-017/34**... **A63F-005/04** **A63F-0005/04**... **A63F-0009/24**... **G07F-0017/32**... **A63F-0005/04** **A63F-0005/04**... **A63F-0009/24**... **G07F-0017/32**... **A63F-0005/04** Manual Codes (EPI/S-X): **T01-J08A**... **T01-S03**... **T05-H05E**... **T05-H08C**... **W04-X02A3** Original Publication Data by Authority **Argentina Publication No. Original Abstracts:** The invention provides a **gaming** apparatus which is equipped with a basic game and **bonus** games and is improved in entertainment value by means of adoption of new type of game development. The **gaming** apparatus has a display having a plurality of display areas, on which areas symbols are to be displayed, and a controller. Under specific requirements irrelevant to a result of **another bonus** game, there is performed a corresponding **bonus** game matching the requirements. Further, when at least one of a plurality of **bonus** games (i.e., a **second bonus** game) is executed when the specific requirements have been satisfied or when a specific result has been accomplished through **another bonus** game (i.e., a first **bonus** game)... Provide a basic slot game and the 1st and **2nd bonus** game, and provide the **gamelplaying** apparatus which interesting property improved by making the expansion/deployment of a game novel. The display 20 which has... display arealregions where a symbol is displayed, and a controller 50 are provided. A controller 50 is made to transfer to a 1st or **2nd bonus** game according to the value of the **random** number obtained by the **random** number **drawing** in the basic slot game. Moreover, the **2nd bonus** game is performed according to the value of the **random** number obtained by the **random** number **drawing** in the 1st **bonus** game. FIG. 21 This invention displays a symbol on several display arealregions. It is related with the control **method** of the **gamelplaying** apparatus which determines **prize** winning based on the arrangement/sequence, and the **gamelplaying** apparatus, a program, and a computer readable recording medium. According to this invention, it can transfer to each 1st or **2nd bonus** game from a basic slot game. Furthermore, since the novel game expansion/deployment of transferring to the **2nd bonus** game from the 1st **bonus** game is taken, interesting property can be improved... The invention provides a **gaming** apparatus which is equipped with a basic game and **bonus** games and is improved in entertainment value by means of adoption of new type of game development. The **gaming** apparatus has a display having a plurality of display areas, on which areas symbols are to be displayed, and a controller. Under specific requirements irrelevant to a result of **another bonus** game, there is performed a corresponding **bonus** game matching the requirements. Further, when at least one of a plurality of **bonus** games (i.e., a **second bonus** game) is executed when the specific requirements have been satisfied or when a specific result has been accomplished through **another bonus** game (i.e., a first **bonus**

game... ... The invention provides a **gaming** apparatus which is equipped with a basic game and **bonus** games and is improved in entertainment value by means of adoption of new type of game development. The **gaming** apparatus has a display having a plurality of display areas, on which areas symbols are to be displayed, and a controller. Under specific requirements irrelevant to a result of **another bonus** game, there is performed a corresponding **bonus** game matching the requirements. Further, when at least one of a plurality of **bonus** games (i.e., a **second bonus** game) is executed when the specific requirements have been satisfied or when a specific result has been accomplished through **another bonus** game (i.e., a first **bonus** game)... ... A **gaming** apparatus which is equipped with a basic game and **bonus** games and is improved in entertainment value by adopting a new type of game development. The **gaming** apparatus has a display having a plurality of display areas, on which areas symbols are to be displayed, and a controller. Under specific requirements irrelevant to a result of **another bonus** game, there is performed a corresponding **bonus** game matching the requirements. Further, at least one of a plurality of **bonus** games (i.e., a **second bonus** game) is executed when the specific requirements have been satisfied or when a specific result has been accomplished through **another bonus** game (i.e., a first **bonus** game). **Claims:** A **gaming** apparatus comprising: a display having a plurality of display areas in which a plurality of types of symbols are variably displayed; and a controller which executes a predetermined program and controls **details** to be displayed on the display, wherein the controller performs in accordance with the program: an operation for determining the symbols to be displayed in... ... of symbols and determining a win based on an arrangement of the symbols appearing in the respective display areas; and an operation for executing a **second bonus** game according to a predetermined condition when the predetermined condition has been satisfied, the **second bonus** game being **selected** from among a plurality of **bonus** games, and wherein the predetermined condition for executing the **second bonus** game is irrelevant to a result of a first **bonus** game having been executed; and wherein at least one of the **bonus** games is executed when either the predetermined condition has been satisfied or the predetermined result has been accomplished in the first **bonus** game... ... display in which several display arealregions where the symbol of one is statically/halt-displayed have been arranged/positioned at several line multiple rows **after** fluctuatelvarying the symbol of multiple types and displaying it, The said symbol that should be statically/halt-displayed to each said display arealregion according to the value of the **random** number obtained by the **random number drawing** is determined, The **gaming** apparatus provided with the controller which performs the basic slot game which determines the **prize awarded** to a player based on the arrangement/sequence of the said symbol statically/halt-displayed by each said display arealregion WHEREIN: The said controller, In the case of the 1st value that shows transfer to a **bonus** game with 1st value of the **random** number obtained by the **random number drawing** in the said basic slot game, **after** the said symbol is statically/halt-displayed by each said display arealregion, said 1st **bonus** game is started, In the case of the 2nd value that shows transfer to a **bonus** game with 2nd value of the said **random** number, **after** the said symbol is statically/halt-displayed by each said display arealregion, said 2nd **bonus** game is started, A start of said 1st **bonus** game will perform a **random number drawing**, The dividend given to a player according to the value of the **random** number obtained by this **random number drawing** is determined, The 1st image processing that makes a player

grasplascertain the determined dividend is performed, and said 1st **bonus** game is completely finished. Furthermore, when the value of the **random** number obtained by the said random number drawing in said 1st bonus game is said 2nd value, said 2nd bonus game is started after completion/finish of said 1st bonus game. A start of said **2nd bonus** game will perform a **random** number drawing. The dividend given to a player according to the value of the **random** number obtained by this **random** number drawing is determined. The game playing apparatus characterized by performing **2nd** different image processing from said 1st image processing which makes a player grasplascertain the determined dividend.... What is claimed is: 1. A **gaming** apparatus comprising: a display having a plurality of display areas in which a plurality of types of symbols are variably displayed; and a controller which executes a predetermined program and controls **details** to be displayed on the display, wherein the controller performs in accordance with the program: an operation for determining the symbols to be displayed in... of symbols and determining a win based on an arrangement of the symbols appearing in the respective display areas; and an operation for executing a **second bonus** game according to a predetermined condition when the predetermined condition has been satisfied, the **second bonus** game being **selected** from among a plurality of **bonus** games, and wherein the predetermined condition for executing the **second bonus** game is irrelevant to a result of a first **bonus** game having been executed; and wherein at least one of the **bonus** games is executed when either the predetermined condition has been satisfied or the predetermined result has been accomplished in the first **bonus** game.... What is claimed is: 1. A **gaming** apparatus comprising: a display having a plurality of display areas in which a plurality of types of symbols are variably displayed; and a controller which executes a predetermined program and controls **details** to be displayed on the display, wherein the controller performs in accordance with the program: an operation for determining the symbols to be displayed in... of symbols and determining a win based on an arrangement of the symbols appearing in the respective display areas; and an operation for executing a **second bonus** game according to a predetermined condition when the predetermined condition has been satisfied, the **second bonus** game being **selected** from among a plurality of **bonus** games, and wherein the predetermined condition for executing the **second bonus** game is irrelevant to a result of a first **bonus** game having been executed; and wherein at least one of the **bonus** games is executed when either the predetermined condition has been satisfied or the predetermined result has been accomplished in the first **bonus** game.... What is claimed is: 1. A **gaming** apparatus comprising: a display having a plurality of display areas in which a plurality of types of symbols are variably displayed; and a controller which executes a predetermined program and controls **details** to be displayed on the display, wherein the controller in accordance with the program proceeds through the **following steps**: (a) receiving a bet by a **player**, deciding a symbol, from among the **plurality** of symbols, to be displayed in each of the display areas, and executing a basic game that decides a **prize**, based on an arrangement of the symbols displayed in each of the display areas; (b) executing a first triggering event during said basic game, resulting in a plurality of first **bonus** games and executing a **second** triggering event during said plurality of first **bonus** games resulting in a plurality of **second bonus** games, in cases in which a predetermined condition is fulfilled during the basic game; (c) executing one of the first **bonus** games, among the plurality of first **bonus** games associated with one predetermined condition among a

plurality of predetermined conditions occurring during said basic game with respect to the plurality of first triggering... .. the predetermined conditions is fulfilled, among a plurality of predetermined conditions that are mutually different, with respect to the first triggering event;(d) executing the **second** triggering event during said first **bonus** games, said triggering event associated with **another** predetermined condition with respect to the first triggering event, in cases in which **another** predetermined condition is fulfilled, among the plurality of predetermined conditions with respect to the first triggering event;(e) executing one of the **second bonus** games, among the plurality of **second bonus** games associated with the one predetermined condition of said **second** triggering event, in cases in which one of the predetermined conditions is fulfilled, among a plurality of predetermined conditions that are mutually different, with respect to the **second** triggering event; and(f) executing the **second** triggering event in cases in which **another** predetermined condition is fulfilled during the basic game, and executing the one of the **second bonus** games, among the plurality of **second bonus** games associated with the one predetermined condition with respect to the **second** triggering event, in cases in which the one of the predetermined conditions is fulfilled, with respect to the **second** triggering event....Basic Derwent Week: EP 200218916

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**Dialog eLink:** [Order File History](#)

85/5,K/107 (Item 107 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0013256373 & & *Drawing available*

WPI Acc no: 2003-341864/200332

Related WPI Acc No: 1997-512457; 1999-277044; 2001-417604; 2001-570328; 2001-570331; 2001-570332; 2001-570333

XRFX Acc No: N2003-273507

**Progressive prize awarding scheme provision method for multi-player network gaming system, involves displaying current progressive prize credit value during game based on received information from host server**

Patent Assignee: KELLY B M (KELL-I); KELLY M F (KELL-I); KROECKEL J G (KROE-I); LINK J E (LINK-I); PETERMEIER N B (PETE-I)

Inventor: KELLY B M; KELLY M F; KROECKEL J G; LINK J E; PETERMEIER N B

Patent Family ( 1 patents, 1 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 20030027630	A1	20030206	US 1996746755	A	19961114	200332	B
			US 199840654	A	19980317		
			US 1999433838	A	19991103		
			US 2002172771	A	20020613		

Priority Applications (no., kind, date): US 1996746755 A 19961114; US 199840654 A 19980317; US 1999433838 A 19991103; US 2002172771 A 20020613

#### Patent Details

Patent Number	Kind	Lang	Pgs	Draw	Filing Notes	
US 20030027630	A1	EN	29	14	Continuation of application	US 1996746755
					C-I-P of application	US 199840654
					Continuation of application	US 1999433838
					Continuation of patent	US 5816918
					C-I-P of patent	US 6007426
					Continuation of patent	US 6255865

#### Alerting Abstract US A1

**NOVELTY** - The information is received from a host server before starting the game for determining progressive **prize** credit. A current progressive **prize** credit value is displayed during the game based on the received information. The information is sent to the host server **after** the game for determining the current progressive **prize** credit value.

**DESCRIPTION** - An **INDEPENDENT CLAIM** is also included for progressive **prize awarding** scheme providing program.

**USE** - For providing progressive **prize awarding** scheme in **multi-player network gaming system**.

**ADVANTAGE** - Provides an efficient progressive **prize awarding** and reducing scheme in network **gaming system** without fear of user dissatisfaction caused by frequent disconnections of the user to the network **system**.

**DESCRIPTION OF DRAWINGS** - The figure shows a schematic **drawing** of the wide area network.

**Title Terms /Index Terms/Additional Words:** PROGRESS; **PRIZE**; **AWARD**; SCHEME ; PROVISION; **METHOD**; MULTI; PLAY; NETWORK; GAME; **SYSTEM**; DISPLAY; CURRENT; CREDIT; VALUE; BASED; RECEIVE; INFORMATION; HOST; SERVE

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-009/24			Main		"Version 7"

ECLA: A63F-003/08E, G06Q-020/00K2B, G07F-017/32F, G11C-027/02C1

US Classification, Current Main: 463-027000

US Classification, Issued: 46327

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J05B4P; T01-N01A1; T01-N01B1; T01-N02A3C; T01-N02B1; T05-H05E; T05-L02; W04-X02**

**Progressive prize awarding scheme provision method for multi-player network gaming system**, involves displaying current progressive prize credit value during game based on received information from host server **Original Titles:**System, method and article of manufacture for providing a progressive-type prize awarding scheme in an **intermittently** accessed network game environment **Alerting Abstract** ...NOVELTY - The information is received from a host server before starting the game for determining progressive prize credit. A current progressive prize credit value is displayed during the game based on the received information. The information is sent to the host server **after** the game for determining the current progressive prize credit value. **DESCRIPTION** - An INDEPENDENT CLAIM is also included for progressive prize awarding scheme providing program... ..**USE** - For providing progressive prize awarding scheme in **multi-player network gaming system**. ... ..**ADVANTAGE** - Provides an efficient progressive prize awarding and reducing scheme in network gaming system without fear of user dissatisfaction caused by frequent disconnections of the user to the network system. ... ..**DESCRIPTION OF DRAWINGS** - The figure shows a schematic drawing of the wide area network. **Title Terms** .../Index Terms/Additional Words: **PRIZE; AWARD**; ... ..**METHOD**; ... ..**SYSTEM**; **Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date **A63F-009/24** Main "Version 7" Manual Codes (EPI/S-X): **T01-J05B4P**... ..**T01-N01A1**... ..**T01-N01B1**... ..**T01-N02A3C**... ..**T01-N02B1**... ..**T05-H05E**... ..**T05-L02**... ..**W04-X02** **Original Publication Data by Authority**Argentina**Publication No. Original Abstracts:**The present invention provides a system, method, and article of manufacture for providing a progressive prize awarding and redeeming scheme in an **intermittently** accessed network gaming system. A host server of a network system transmits a beginning prize credit value and an increment rate which are received by a game apparatus connected to the network system. Periodically, a current progressive prize credit value is calculated based on the beginning prize credit value and the increment rate and is displayed to the user. At the end of the game, the current progressive prize credit value is transmitted from the game apparatus of the user to the host server for redemption purposes. **Claims:**What is claimed is:1. A method for providing a progressive prize awarding scheme in an **intermittently** accessed network environment, comprising:receiving information from a host server prior to beginning a game for allowing the determination of a progressive prize credit;displaying a current progressive prize credit value during the game based on the received information; andsending information to the host server after the game for allowing the determination of the current progressive prize credit value.... Basic Derwent Week: 200332...

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**Dialog eLink: Order File History**

85/5,K/149 (Item 149 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0010563633

WPI Acc no: 2001-167589/200117

Related WPI Acc No: 1996-221783; 1998-270884; 2001-167490

XRPX Acc No: N2001-120786

**Playing apparatus has selection indicator that indicates that player position has been selected, such that players in selected position enjoy extra random component in winnings in auxiliary prize game**

Patent Assignee: BCD MECANIQUE LTEE (BCDM-N)

Inventor: BERUBE R; HUARD M

Patent Family ( 1 patents, 1 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 6146270	A	20001114	US 1994323672	A	19941018	200117	B
			WO 1995CA577	A	19951016		
			US 1996698972	A	19960816		
			US 19983126	A	19980106		

Priority Applications (no., kind, date): US 1994323672 A 19941018; WO 1995CA577 A 19951016; US 1996698972 A 19960816; US 19983126 A 19980106

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 6146270	A	EN	11	4	Continuation of application US 1994323672
					C-I-P of application WO 1995CA577
					Continuation of application US 1996698972
					Continuation of patent US 5743800

**Alerting Abstract US A**

**NOVELTY** - An input device generating a game state signal in response to a dealer command input. A **random selector** generates at **random** a value representing a set of player positions. A **selection indicator** performs the **indication** that a player position has been **selected**. The players in the **selected** player position enjoy an **extra random** component in the determination of the **winnings** in the **auxiliary prize** game.

**USE** - Used for playing a game consisting of an **auxiliary prize** game played along with a principal **casino** game played by a dealer and players seated at a **casino gaming** table. **ADVANTAGE** - Increases the appeal of the **auxiliary prize** game to players who are willing to take a chance on the **extra** bet for the progressive **jackpot**, but who do not expect to obtain a high scoring hand.

**DESCRIPTION OF DRAWINGS** - The figure shows the block diagram of the **auxiliary prize** winner determining apparatus.

**Title Terms /Index Terms/Additional Words:** PLAY; APPARATUS; SELECT; INDICATE; POSITION; EXTRA; RANDOM; COMPONENT; WINNING; AUXILIARY; PRIZE; GAME

**Class Codes**

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0001/18	A	I		R	20060101
A63F-0003/00	A	N		R	20060101
A63F-0001/00	C	I		R	20060101
A63F-0003/00	C	N		R	20060101

**ECLA:** A63F-001/18

**ICO:** K63F-003:00W6P, K63F-050:14P

**US Classification, Current Main:** 463-012000; Secondary: 273-309000, 463-025000

**US Classification, Issued:** 46312, 46325, 273309

File Segment: EngPI; EPI;

DWPI Class: W04; P36

Manual Codes (EPI/S-X): **W04-X02E**

**Alerting Abstract ...NOVELTY** - An input device generating a game state signal in response to a dealer command input. A **random selector** generates at **random** a value representing a set of player positions. A **selection indicator** performs the **indication** that a player position has been **selected**. The players in the **selected** player position enjoy an **extra random** component in the determination of the **winnings** in the **auxiliary prize** game. USE - Used for playing a game consisting of an **auxiliary prize** game played along with a principal **casino** game played by a dealer and players seated at a **casino gaming** table.... **ADVANTAGE** - Increases the appeal of the **auxiliary prize** game to players who are willing to take a chance on the **extra** bet for the progressive **jackpot**, but who do not expect to obtain a high scoring hand.... **DESCRIPTION OF DRAWINGS** - The figure shows the block diagram of the **auxiliary prize** winner determining apparatus. **Class Codes** International Patent Classification IPC Class Level Scope Position Status Version Date **A63F-0001/18...** **A63F-0003/00** **A63F-0001/00...** **A63F-0003/00**

Manual Codes (EPI/S-X): **W04-X02E** Original Publication Data by

Authority **Argentina Publication No. Original Abstracts:** An **auxiliary** game provides an **auxiliary** opportunity for players at a **casino** to win a **prize** by participating with a relatively small contribution each time they play a round in the principal **casino** game. To increase the element of **random** chance or luck in winning a **prize** in the game, a **method** and apparatus is provided for **randomly choosing** a winning card or combination of cards, or **randomly selecting** a person or group of persons eligible to win upon possession of the card or combination of cards. The amount of the **prize** can also be



**randomly selected** either as a fixed amount or percentage of a maximum amount or a progressive **jackpot**. **Claims:** An apparatus for playing a game consisting of an **auxiliary prize game played** along with a principal casino game **played** by a dealer and a plurality of **players seated at a plurality of player positions at a casino gaming table, the players** possessing a number of **gaming symbols** as a result of playing said principal casino game, **the apparatus comprising:** an input device generating a game state signal in response to a dealer command input; a **random selector** generating at **random a value representing** a set of said player positions, said set consisting of at least one of none, some and all of said player positions; and a **selection indicator indicating** based on said value and **in response to** said state signal ones of said player positions having been **selected**, whereby players enjoy an **extra random component in the determination of winnings in said auxiliary prize game.**

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Dialog eLink: Order File History

85/5,K/155 (Item 155 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0009391220 & *Drawing available*

WPI Acc no: 1999-326647/199927

XRFX Acc No: N1999-245011

**Method operating controller based progressive jackpot linked game system**

Patent Assignee: MIKOHN GAMING CORP (MIKO-N)

Inventor: OLSEN E B

Patent Family ( 7 patents, 80 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 1999021630	A1	19990506	WO 1998US21940	A	19981020	199927	B
AU 199910969	A	19990517	AU 199910969	A	19981020	199939	E
US 6110043	A	20000829	US 1997957076	A	19971024	200043	E
US 6146273	A	20001114	US 1997957076	A	19971024	200060	E
			US 199852047	A	19980330		
AU 736679	B	20010802	AU 199910969	A	19981020	200152	E
AU 200155976	A	20010913	AU 199910969	A	19981020	200164	NCE
			AU 200155976	A	20010725		
AU 751411	B	20020815	AU 199910969	A	19981020	200264	NCE
			AU 200155976	A	20010725		

Priority Applications (no., kind, date): US 1997957076 A 19971024; US 199852047 A 19980330; AU 200155976 A 20010725

Patent Details						
Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
WO 1999021630	A1	EN	99	16		
National Designated States, Original	AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES FI GB GE GH GM HR HU ID IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG UZ VN YU ZW					
Regional Designated States, Original	AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SZ UG ZW					
AU 199910969	A	EN			Based on OPI patent	WO 1999021630
US 6146273	A	EN			C-I-P of application	US 1997957076
AU 736679	B	EN			Previously issued patent	AU 9910969
					Based on OPI patent	WO 1999021630
AU 200155976	A	EN			Division of application	AU 199910969
					Division of patent	AU 736679
AU 751411	B	EN			Division of application	AU 199910969
					Previously issued patent	AU 200155976
					Division of patent	AU 736679

### Alerting Abstract WO A1

NOVELTY - The **method randomly selects a bonus mode** activation value (218) between a high and low limit to provide current and base values, incrementing current value when **gaming machines (G)** are played so current value is incremented by a fixed amount of each unit bet received by each **gaming machine**. Enters **bonus** time period when incremented current value (244) equals or exceeds **bonus** value.

DESCRIPTION - Eligible machines (262) are locked in and **random bonus jackpots** are made during the **bonus** time period. Each **bonus award** decrements the current value by the amount of each **award** and the **bonus** time period is ended when the current value is less than or equals the base value.

USE - For providing a controller based progressive **jackpot linked gaming system**.

ADVANTAGE - Provides players with a feeling of group participation as they play a progressive game and the players compete against each other in a race for **prizes**.

DESCRIPTION OF DRAWINGS - The **drawing** shows a functional block diagram of the linked **random jackpot gaming system** incorporating **bonus mode** time period **jackpots**.

21 the **bonus mode** activation value trigger

G the **gaming machines**

244 the current value incrementer

262 the eligible machines

**Title Terms /Index Terms/Additional Words:** **METHOD**; OPERATE; CONTROL; BASED; PROGRESS; LINK; GAME; **SYSTEM**

**Class Codes**

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-009/22			Main		"Version 7"
A63F-0013/00	A	I		R	20060101
A63F-0013/10	A	I		R	20060101
A63F-0013/12	A	I		R	20060101
A63F-0005/04	A	I		R	20060101
G06F-0019/00	A	I		R	20060101
G07F-0017/32	A	I		R	20060101
G07F-0017/34	A	I		R	20060101
A63F-0013/00	C	I		R	20060101
A63F-0013/10	C	I		R	20060101
A63F-0013/12	C	I		R	20060101
A63F-0005/04	C	I		R	20060101
G06F-0019/00	C	I		R	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32D

**ICO:** S07F-017:32A2

**US Classification, Current Main:** 463-027000

**US Classification, Issued:** 46327, 46327

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-J08A; T01-P02A; T05-H05E; W04-X02C**

**Method operating controller based progressive jackpot linked game system Original**

**Titles:**Controller-based progressive **jackpot linked gaming system**. ... ..Progressive **jackpot gaming system** with secret **bonus pool**... ..PROGRESSIVE JACKPOT GAMING SYSTEM WITH SECRET **BONUS POOL**... ..SYSTEMES DE JEU A CAGNOTTE PROGRESSIVE ET A MASSE SECRETE DE **BONUS** Alerting

**Abstract** ...NOVELTY - The **method randomly selects a bonus mode** activation value (218) between a high and low limit to provide current and base values, incrementing current value when **gaming machines (G)** are played so current value is incremented by a fixed amount of each unit bet received by each **gaming machine**. Enters **bonus time**

period when incremented current value (244) equals or exceeds **bonus** value.

DESCRIPTION - Eligible machines (262) are locked in and **random bonus jackpots** are made during the **bonus** time period. Each **bonus award** decrements the current value by the amount of each **award** and the **bonus** time period is ended when the current value is less than or equals the base value... ..USE - For providing a controller based progressive **jackpot linked gaming system**. ... ..Provides players with a feeling of group participation as they play a progressive game and the players compete against each other in a race for **prizes**. ... ..DESCRIPTION OF DRAWINGS - The **drawing** shows a functional block diagram of the linked **random jackpot gaming system** incorporating **bonus mode** time period **jackpots**. ... ..21 the **bonus mode** activation value trigger... ..G the **gaming** machines **Title Terms** /Index Terms/Additional Words: **METHOD**: ... ..SYSTEM Class Codes International Patent Classification IPC Class Level Scope Position Status Version Date A63F-009/22 Main "Version 7" A63F-0013/00... ..A63F-0013/10... ..A63F-0013/12... ..A63F-0005/04... ..G06F-0019/00... ..G07F-0017/32... ..G07F-0017/34 A63F-0013/00... ..A63F-0013/10... ..A63F-0013/12... ..A63F-0005/04... ..G06F-0019/00... ..G07F-0017/32 Manual Codes (EPI/S-X): T01-J08A... ..T01-P02A... ..T05-H05E... ..W04-X02C Original Publication Data by AuthorityArgentinaPublication No. **Original Abstracts**:A **method** of operating of controller-based progressive **gaming system** having a plurality of **gaming** machines wherein each **gaming** machine generates unit bet information **indicative** of a number of unit bets supplied to a machine for playing a game. The **method** comprises the **steps** of **randomly selecting a bonus mode** activation value between a high and low limit, providing a current value, providing a base value, incrementing the current value when the **gaming** machines are played so that the current value is incremented by a fixed amount of each unit bet received by each **gaming** machine. A **bonus mode** time period is entered when the incremented current value is equal to or exceeds the **bonus** value. Eligible machines are locked-in and **random bonus jackpots** are made during the **bonus** time period. Each **bonus award** decrements the current value by the amount of each **award** and the **bonus mode** time period is ended when the current value is less than or equal to the base value... .. A **method** of operating of controller-based progressive **gaming system** having a plurality of **gaming** machines wherein each **gaming** machine generates unit bet information **indicative** of a number of unit bets supplied to a machine for playing a game. The **method** comprises the **steps** of **randomly selecting a bonus mode** activation value between a high and low limit, providing a current value, providing a base value, incrementing the current value when the **gaming** machines are played so that the current value is incremented by a fixed amount of each unit bet received by each **gaming** machine. A **bonus mode** time period is entered when the incremented current value is equal to or exceeds the **bonus** value. Eligible machines are locked-in and **random bonus jackpots** are made during the **bonus** time period. Each **bonus award** decrements the current value by the amount of each **award** and the **bonus mode** time period is ended when the current value is less than or equal to the base value... .. A **method** of operating of controller-based progressive **gaming system** (200) having a plurality of **gaming** machines (G1-Gk) wherein each **gaming** machine (G) generates unit bet information **indicative** of a number of unit bets supplied to a machine (G) for playing a game. The **method** comprises the **steps** of **randomly selecting a bonus mode activation value** (218) between a high (212) and low (214) limit, providing a current

value (220), providing a base value (216), incrementing the current value (220) when the **gaming machines (G) are played** so that the current value (220) is incremented by a fixed amount of each unit bet received by each **gaming machine (G)**. A **bonus mode** time period **is entered** when the incremented current value (244) is equal to or exceeds the **bonus value (218)**. Eligible machines (262) are locked-in and random bonus jackpots are made during the bonus time period. Each bonus award decrements the current value (220) by the amount of each **award** and the **bonus mode** time period **is ended** when the current value (220) is less than or equal to the base value (216).... L'invention porte sur un procede d'utilisation d'un **systeme (200)** progressif de jeu comportant plusieurs machines de **jeu (G1-Gk)** dont chacune (G) produit une information de mise unitaire indicatrice d'un nombre de mises unitaires fournies a la machine (G) pour jouer un jeu. Le procede comporte les etapes suivantes: **selection** aleatoire d'une valeur d'activation (218) en **mode bonus** comprise entre une limite haute (212) et **une limite** basse (214); fourniture d'une valeur courante (220); fourniture d'une valeur de base (216); incrementation de la valeur courante (220), lorsque les machines de jeu (G) sont utilisees, du montant fixe de chaque mise unitaire recue par chacune des machines de jeu (G). On introduit une periode en **mode bonus** lorsque la valeur courante (244) incrementee est **egale ou** superieure a la valeur du **bonus (218)**. Les machines eligibles (262) sont bloquee et les cagnottes de bonus aleatoire sont constituees pendant la periode de bonus. Chacune des attributions de bonus decremente la valeur **courante (220)** de son montant, **et** la periode en **mode bonus** se termine lorsque la valeur courante (220) **est inferieure** ou egale a la valeur de base (216). **Claims:** A **method of operating** a controller-based progressive **jackpot linked gaming system, the gaming system having:** a controller, a plurality of **gaming machines connected** to the controller, each **gaming machine generating** unit bet information **indicative** of a number of unit bets supplied to the **gaming machine for** playing a machine game on the aforesaid **gaming machine; and** said **gaming system having** a repeating controller game cycle; said **method for each** controller game cycle of the controller-based progressive **jackpot linked gaming system** comprising the steps, in the controller, of: **randomly selecting** in the **controller** at the beginning of the controller game cycle a **bonus mode** activation value; **establishing** in the controller at the beginning of the controller game cycle a current value; adding in the controller incremental contributions based on unit bet information from the **gaming machines** to the current value; entering a **bonus mode** time period in the controller after the current value is brought to or exceeding the bonus mode activation value as a result of unit bet information from a particular gaming machine; randomly awarding a plurality of bonus jackpots from a payout table in the controller during the **bonus mode time period** to **individual gaming machines**; subtracting in the controller awarded **bonus jackpots** from the current value; ending the **bonus mode** time period in the controller when the current value is brought to or below **zero**. A **method of operating** a **bonus game** in a linked **gaming system** having a plurality of **gaming machines**, each of said plurality of **gaming machines** having a **game** based on machine game **rules, said method** comprising the **steps of:** starting the **bonus game** in a **display** at each eligible **gaming machine** in the plurality of **gaming machines** when a **bonus pool** in the linked system is activated, the **bonus game** having **bonus game rules** different from the machine game **rules** for the **gaming machines**; selecting a **bonus jackpot value** in response to game play at any one of the eligible **gaming machines**; displaying the selected **bonus jackpot**

value in the display of the **aforesaid** one eligible gaming machine according to the **bonus** game rules;storing the selected **bonus jackpot** value when any prior **stored bonus jackpot** values for the aforesaid one eligible **gaming** machine **are** different than the **selected bonus** jackpot value;awarding the selected bonus jackpot value to the aforesaid one eligible gaming machine when the selected bonus jackpot value equals a prior stored bonus jackpot value;erasing the prior stored jackpot value equaling the selected bonus **jackpot** value;subtracting the **awarded bonus jackpot** value from the **bonus** pool;**ending the bonus** game when the **bonus pool** is brought to or below a predetermined value....Basic Derwent Week: **1998WO-US0021940**

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Dialog eLink: [Order File History](#)

85/5,K/156 (Item 156 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0009196651 & & *Drawing available*

WPI Acc no: 1999-121188/199910

XRPX Acc No: N1999-088391

**Random number based jackpot feature for slot machine games - has numbers allocated to player in relation to credits and compared with random number to enable feature game for jackpot**

Patent Assignee: ARISTOCRAT LEISURE IND PTY LTD (ARIS-N); ARISTOCRAT TECHNOLOGIES AUSTRALIA PTY LT (ARIS-N); OLIVE S (OLIV-I)

Inventor: BENNETT N L; OLIVE S

Patent Family ( 24 patents, 81 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
WO 1999003078	A1	19990121	WO 1998AU525	A	19980708	199910	B
AU 199881994	A	19990208	AU 199881994	A	19980708	199924	E
ZA 199805939	A	20000329	ZA 19985939	A	19980706	200022	E
NZ 502377	A	20001027	NZ 502377	A	19980708	200062	E
			WO 1998AU525	A	19980708		
AU 200185540	A	20020103	AU 199881994	A	19980708	200209	NCE
			AU 200185540	A	20011031		
AU 754689	B	20021121	AU 199881994	A	19980708	200305	E
AU 766341	B	20031016	AU 199881994	A	19980708	200380	NCE
			AU 200185540	A	20011031		
AU 2002301056	A1	20030227	AU 199881994	A	19980708	200427	NCE
			AU 2002301056	A	20020918		
AU 2001100032	A4	20010621	AU 199881994	A	19980708	200501	NCE

			AU 2001100032	A	20010524		
AU 2001100033	A4	20010621	AU 199881994	A	19980708	200501	NCE
			AU 2001100033	A	20010524		
AU 2001100032	B4	20010621	AU 199881994	A	19980708	200501	NCE
			AU 2001100032	A	20010524		
AU 2001100033	B4	20010621	AU 199881994	A	19980708	200501	NCE
			AU 2001100033	A	20010524		
US 20050119047	A1	20050602	WO 1998AU525	A	19980708	200537	E
			US 2000462717	A	20000410		
			US 2004990129	A	20041116		
AU 2005202929	A1	20050728	AU 2002301056	A	20020918	200553	NCE
			AU 2005202929	A	20050704		
US 20050176488	A1	20050811	US 2000462717	A	20000410	200553	E
			US 2005102427	A	20050408		
US 20050282609	A1	20051222	US 2005185067	A	20050720	200603	E
US 7056215	B1	20060606	WO 1998AU525	A	19980708	200638	E
			US 2000462717	A	20000410		
US 20060148558	A1	20060706	US 2000462717	A	20000410	200645	E
			US 2006365007	A	20060301		
US 20060166730	A1	20060727	US 2000462717	A	20000410	200650	E
			US 2006365177	A	20060301		
US 7108603	B2	20060919	US 2000462717	A	20000410	200662	E
			US 2005102427	A	20050408		
US 20060223614	A1	20061005	US 2000462717	A	20000410	200666	E
			US 2005102427	A	20050408		
			US 2006445969	A	20060605		
AU 2002301056	B2	20060525	AU 199881994	A	19980708	200681	NCE
			AU 2002301056	A	20020918		
AU 2005202929	B2	20061116	AU 2002301056	A	20020918	200725	NCE
			AU 2005202929	A	20050704		
US 20070111785	A1	20070517	US 2000462717	A	20000410	200734	E
			US 2004990129	A	20041116		
			US 2007622914	A	20070112		

Priority Applications (no., kind, date): AU 19977780 A 19970708; AU 19979090 A

19970909; AU 2001100032 A 20010524; AU 2001100033 A 20010524; AU 200185540 A 20011031; AU 2002301056 A 20020918; AU 2005202929 A 20050704

# Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes	
WO 1999003078	A1	EN	27	3		
National Designated States,Original	AL AM AT AU AZ BA BB BG BR BY CA CH CN CU CZ DE DK EE ES FI GB GE GH GM HR HU ID IL IS JP KE KG KP KR KZ LC LK LR LS LT LU LV MD MG MK MN MW MX NO NZ PL PT RO RU SD SE SG SI SK SL TJ TM TR TT UA UG US UZ VN YU ZW					
Regional Designated States,Original	AT BE CH CY DE DK EA ES FI FR GB GH GM GR IE IT KE LS LU MC MW NL OA PT SD SE SZ UG ZW					
AU 199881994	A	EN			Based on OPI patent	WO 1999003078
ZA 199805939	A	EN	25			
NZ 502377	A	EN			PCT Application	WO 1998AU525
					Based on OPI patent	WO 1999003078
AU 200185540	A	EN			Division of application	AU 199881994
AU 754689	B	EN			Previously issued patent	AU 9881994
					Based on OPI patent	WO 1999003078
AU 766341	B	EN			Division of application	AU 199881994
					Previously issued patent	AU 200185540
					Division of patent	AU 754689
AU 2002301056	A1	EN			Division of application	AU 199881994
AU 2001100032	A4	EN			Division of application	AU 199881994
AU 2001100033	A4	EN			Division of application	AU 199881994
AU 2001100032	B4	EN			Division of application	AU 199881994
					Previously issued patent	AU 2001100032
AU 2001100033	B4	EN			Division of application	AU 199881994
					Previously issued patent	AU 2001100033
US 20050119047	A1	EN			Continuation of application	WO 1998AU525
					Continuation of application	US 2000462717
AU 2005202929	A1	EN			Division of application	AU 2002301056
US 20050176488	A1	EN			Continuation of application	US 2000462717
US 7056215	B1	EN			PCT Application	WO 1998AU525
					Based on OPI patent	WO 1999003078



US 20060148558	A1	EN			Continuation of application	US 2000462717
US 20060166730	A1	EN			Continuation of application	US 2000462717
					Continuation of patent	US 7056215
US 7108603	B2	EN			Continuation of application	US 2000462717
					Continuation of patent	US 7056215
US 20060223614	A1	EN			Continuation of application	US 2000462717
					Continuation of application	US 2005102427
					Continuation of patent	US 7056215
AU 2002301056	B2	EN			Division of application	AU 199881994
AU 2005202929	B2	EN			Division of application	AU 2002301056
US 20070111785	A1	EN			Continuation of application	US 2000462717
					Continuation of application	US 2004990129
					Continuation of patent	US 7056215

### Alerting Abstract WO A1

The gaming system has a number of gaming machines connected by a network to a mystery jackpot controller. At the beginning of the jackpot game sequence a set of numbers are randomly generated from a range of numbers. One of the numbers is randomly selected as a trigger number. When players play normal games, they are allocated a set of numbers from the randomly generated set in relation to the amount of credits they have bet.

At the end of a normal game, the allocated numbers are compared with the trigger number. If they match the machine is enabled to play the jackpot feature game. If the player wins this game the machine is locked until the jackpot is paid.

ADVANTAGE - Introduces a random element and timing to the jackpot game and make participation related to credits bet.

**Title Terms /Index Terms/Additional Words:** RANDOM; NUMBER; BASED; FEATURE; SLOT; MACHINE; GAME; ALLOCATE; PLAY; RELATED; CREDIT; COMPARE; ENABLE

### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F; A63F-013/00; A63F-013/10;			Main		"Version 7"

G06F-161/00; G07F-017/34					
G06F; G06F-161/00; G07C; G07F			Secondary		"Version 7"
A63F-0013/00	A	I	F	B	20060101
A63F-0013/00	A	I	L	B	20060101
A63F-0013/00	A	I		R	20060101
A63F-0013/10	A	I		R	20060101
A63F-0013/12	A	I		R	20060101
A63F-0005/04	A	I		R	20060101
A63F-0009/24	A	I	F	B	20060101
G07F-0017/32	A	I		R	20060101
G07F-0017/34	A	I	F	B	20060101
G07F-0017/34	A	I		R	20060101
A63F-0013/00	C	I	F	B	20060101
A63F-0013/00	C	I	L	B	20060101
A63F-0013/00	C	I		R	20060101
A63F-0013/10	C	I		R	20060101
A63F-0013/12	C	I		R	20060101
A63F-0005/04	C	I		R	20060101
A63F-0009/24	C	I	F	B	20060101
A63F-0009/24	C	I	L	B	20060101
A63F-0009/24	C	I		B	20060101
G07F-0017/32	C	I	F	B	20060101
G07F-0017/32	C	I		R	20060101

**ECLA:** G07F-017/32D

**ICO:** S07F-017:32A2

**US Classification, Current Main:** 463-016000, 463-017000, 463-025000, 463-027000;  
**Secondary:** 463-020000

**US Classification, Issued:** 46327, 46316, 46316, 46325, 46320, 46317, 46316, 46325, 46327, 46327

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): **T01-E04; T05-H05E; W04-X02A3**

**Class Codes Manual Codes (EPI/S-X): T01-E04... ..T05-H05E... ..W04-X02A3**

Original Publication Data by AuthorityArgentina**Publication No. ...Claims:**a gaming

machine, the gaming machine accepting different wager amounts toward winning the prize, a single wager amount being placed for each play of the **gaming** machine by a player, the **method** comprising: allowing the player to make a **wager** at the **gaming** machine; initiating a first main game at the **gaming** machine; determining a trigger condition as a result of said first main game being initiated, said trigger condition occurring upon an event having a probability of occurrence dependent on the amount of the **wager** made at the **gaming** machine; triggering a **second** game to appear at the **gaming** machine in response to said determining of said trigger condition; displaying said **second** game to the player at the **gaming** machine in response to said triggering; identifying to the player which **prize** has been won; and awarding said **prize** that has been won... .. The invention claimed is: 1. In a network of **gaming** machines, each of said **gaming** machines having a user interface activatable by a player to affect game display, each of said **gaming** machines being capable of accepting different **wager** amounts made by the **player**, a **method of randomly awarding** one progressive **prize** from a **plurality** of progressive **prizes** using a **second** game to **select** said one progressive **prize**, a display of said **second** game being triggered upon an occurrence of a **random** trigger condition having a probability of occurrence related to the amount of the **wager**, comprising: making a **wager** at a particular **gaming** machine in the network of **gaming** machines; initiating a first main game at said particular **gaming** machine; causing a **second** game trigger condition to occur as a result of said first main game being initiated, said **second** game trigger condition occurring **randomly** and having a probability of occurrence dependent on the amount of the **wager** made at said particular **gaming** machine, said step of causing the **second** game trigger condition including: (1) **selecting** a **random** number from a predetermined range of numbers; (2) allotting a plurality of numbers from the predetermined range of numbers in proportion to the amount of the **wager** made at said particular **gaming** machine, said step of allotting including allotting one number for each unit of currency of the amount **wagered**; and (3) **indicating** the occurrence of the **second** game trigger condition if one of the allotted numbers matches the **selected random** number; triggering a **second** game to appear at said particular **gaming** machine in response to said occurrence of said **second** game trigger condition, said **second** game appearing **after** completion of said first main game; **randomly selecting** said one progressive **prize** from said plurality of progressive **prizes** that has been won; displaying said **second** game to the player at said particular **gaming** machine in response to said triggering; activating said user interface at said particular **gaming** machine by said player during said displaying of said **second** game to affect the display of said **second** game; identifying to the **player** said one progressive **prize** from said **plurality** of progressive **prizes** that has been won; and awarding said one progressive **prize** from said plurality of progressive **prizes** that has been won... .. The invention claimed is: 1. In a network of **gaming** machines, each of said **gaming** machines being capable of accepting different **wager** amounts made by a **player**, a **method of randomly awarding** one progressive **prize** from a **plurality** of progressive **prizes** using a **second** game to **select** said one progressive **prize**, a display of said **second** game being triggered upon an occurrence of a **random** trigger condition having a probability of occurrence related to an amount of the **wager**, comprising: making a **wager** at a particular **gaming** machine in the network of **gaming** machines; initiating a first main game at said particular **gaming** machine; causing a **second** game trigger condition to

occur as a result of said first main game being initiated, said **second** game trigger condition occurring **randomly** and having a probability of occurrence dependent on the amount of the **wager** made at said particular **gaming** machine, said step of causing a **second** game trigger condition to occur including: (1) **selecting** a **random** number from a predetermined range of numbers;(2) allotting a plurality of numbers from the predetermined range of numbers in proportion to the amount of the **wager** made at said particular **gaming** machine; and(3) **indicating** the occurrence of the trigger condition if one of the allotted numbers matches the **selected random** number;triggering a **second** game to appear at said particular **gaming** machine in response to said occurrence of said **second** game trigger condition, said **second** game appearing **after** completion of said first main game;**randomly selecting** said one progressive **prize** from said plurality of progressive **prizes** that has been won;displaying said **second** game to the player at said particular gaining machine in response to said triggering;identifying to the **player** said one progressive **prize** from said **plurality** of progressive **prizes** that has been won; and **awarding** said one progressive **prize** from said plurality of progressive **prizes** that has been won.

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85/5,K/167 (Item 167 from file: 350)

DIALOG(R)File 350: Derwent WPIX

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0007746133 & & Drawing available

WPI Acc no: 1996-370375/199637

XRFX Acc No: N1996-311651

**Video gaming machine with award winning prize - has processor to generates random game outcome, compare it to winning combinations and accordingly calculates winning amount and then generates bonus level**

Patent Assignee: UNIVERSAL DISTRIBUTING NEVADA INC (UVDI-N)

Inventor: CHARRON D P; YEATES D F

Patent Family ( 1 patents, 1 & countries )

Patent Number	Kind	Date	Application Number	Kind	Date	Update	Type
US 5542669	A	19960806	US 1994311404	A	19940923	199637	B

Priority Applications (no., kind, date): US 1994311404 A 19940923

Patent Details

Patent Number	Kind	Lan	Pgs	Draw	Filing Notes
US 5542669	A	EN	15	6	

### Alerting Abstract US A

The machine has a **processor** which generates the interactive **game** of **chance** and which receives commands from the player **indicative** of the monetary **wager** and of a playing decision. The **processor** generates a **random** play of the game to produce a **random**

outcome. The **random** outcome is one of predetermined number of levels of winning results or of number of non-winning results.

The outcome is compared to a table of monetary outputs to provide the player with an amount of money. A **bonus** routine in the **processor** **randomly** selects a level of winning results as a **bonus** level. The **bonus** routine increases the amount of money for one level if the **bonus** level and the **random** outcome of a current game match.

ADVANTAGE - Can provide higher payback.

**Title Terms** /Index Terms/Additional Words: VIDEO; GAME; MACHINE; **AWARD**; WINNING; **PRIZE**; **PROCESSOR**; GENERATE; **RANDOM**; COMPARE; COMBINATION; ACCORD; CALCULATE; AMOUNT; **BONUS**; LEVEL; POKER.; BLACK-JACK

#### Class Codes

International Patent Classification					
IPC	Class Level	Scope	Position	Status	Version Date
A63F-0001/00	A	N		R	20060101
A63F-0001/18	A	I		R	20060101
A63F-0003/00	A	N		R	20060101
A63F-0009/04	A	N		R	20060101
G07F-0017/32	A	I		R	20060101
A63F-0001/00	C	I		R	20060101
A63F-0003/00	C	N		R	20060101
A63F-0009/04	C	N		R	20060101
G07F-0017/32	C	I		R	20060101

ECLA: A63F-001/18, G07F-017/32A

ICO: K63F-001:00V, K63F-003:00W6P, K63F-009:04E

US Classification, Issued: 46313, 46326

File Segment: EngPI; EPI;

DWPI Class: T01; T05; W04; P36

Manual Codes (EPI/S-X): T01-P02; T05-F; T05-H05E; T05-H08C; W04-X02A; W04-X02C

**Video gaming machine with award winning prize - ...** has processor to generates random game outcome, compare it to winning combinations and accordingly calculates winning amount and then generates bonus level Original Titles:Method and apparatus for randomly increasing the payback in a video gaming apparatus.

**Alerting Abstract** ...The machine has a processor which generates the interactive game of chance and which receives commands from the player indicative of the monetary

**wager** and of a playing decision. The **processor** generates a **random** play of the game to produce a **random** outcome. The **random** outcome is one of predetermined number of levels of winning results or of number of non-winning results... The outcome is compared to a table of monetary outputs to provide the player with an amount of money. A **bonus** routine in the **processor** **randomly selects** a level of winning results as a **bonus** level. The **bonus** routine increases the amount of money for one level if the **bonus** level and the **random** outcome of a current game match... **Title Terms** .../Index  
Terms/Additional Words: **AWARD**; ... **PRIZE**; **PROCESSOR**; ... **RANDOM**; ... **BONUS**; **Class Codes** International Patent Classification IPC Class Level Scope  
Position Status Version Date "Version 7" **A63F-0001/00**... **A63F-0001/18**... **A63F-0003/00**... **A63F-0009/04**... **G07F-0017/32** **A63F-0001/00**... **A63F-0003/00**... **A63F-0009/04**... **G07F-0017/32** Manual Codes (EPI/S-X): **T01-P02**... **T05-F**... **T05-H05E**... **T05-H08C**... **W04-X02A**... **W04-X02C** Original Publication Data by Authority Argentina Publication No. **Original Abstracts**: A video gaming apparatus that plays an interactive game of poker with a player provides a payback table that is modified at the beginning of each hand to provide at least one **bonus** card combination which has an increased payback amount. The bonus card combination having the increased payback amount is **randomly selected** prior to **dealing** the hand. In **addition**, the amount by which the payback is increased is also **randomly selected**. The **bonus card combination** and the increased payback amount are presented to the player prior to the player making a decision as to **how** to respond to the **dealt** hand so that the player must take the odds of completing the **bonus** card combination into **consideration** in deciding which cards to hold and which cards to discard and replace with drawn cards. Thus, an **additional** element of decision-making is added to the basic poker game, thereby providing differentiation between the improved poker game and conventional poker games. **Claims**: We claim: An apparatus that plays an interactive **game of chance** with a player in **response** to a monetary **wager** and commands from the player, said **apparatus** providing the player with monetary output when said interactive game is concluded if the player has obtained one of a predetermined number of levels of winning results, said monetary output varying in accordance with said levels and with an amount of said monetary **wager**, said apparatus comprising:  
a **processor** which **generates** said interactive **game of chance** and which receives commands from the **player** **indicative** of said monetary **wager** and **indicative** of a playing decision, said processor generating a random play of said game of chance to produce a random outcome, said **random** outcome **being** one of said **predetermined** number of **levels** of winning results or of a plurality of non-winning results, said outcome compared to a table of monetary outputs to provide the **player** with a monetary output determined by said **randomly selected** outcome and said monetary **wager**; and  
a bonus routine within said processor that randomly selects a level of winning results as a bonus level, said bonus routine increasing said monetary output for said one level if said **bonus** level and said **random** outcome of a current game match. Basic Derwent Week: 199637

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## NONPATENT LITERATURE BIBLIOGRAPHIC DATABASES:

Set	Items	Description
S1	92970	GAMING? OR CASINO? OR SLOTMACH? OR SLOT()MACHIN? OR SLOT()-
		WAGER? OR SLOT()TYPE()WAGER? OR SLOTTYPE()WAGER? OR WAGER? OR BETTING? OR GAMBLING?
S2	32955	GAMBLE? OR LOTTO? OR KENO OR WAGERING? OR BLACKJACK? OR BI-
		NGO OR ROULETTE OR CRAPS
S3	16807	GAME? ?(2W)CHANCE OR CASSINO? OR LOTTERY OR LOTTERIE? OR B-
		ACCARAT? OR VIDEOPOKER? OR VIDEOBLACKJACK? OR VIDEO() (BLACKJA-
		CK OR POKER)
S4	31	COMPUTERPOKER? OR COMPUTER()POKER? OR VIDEO()ROULETTE?
S5	492665	REWARD? OR WINNINGS OR JACKPOT? OR JACK()POT? ? OR PRIZE? -
		OR PAYOFF? OR PAY()OFF? ? OR REMUNERAT? OR AWARD?
S6	530669	KITTY OR POT OR CHIPS OR BONUS? OR REWARD? OR PAYOUT? OR -
		(PAY OR PAYS OR PAYING OR PAID)()OUT
S7	23262	(PAY OR PAYS OR PAYING OR PAID)()OFF? ? OR REMUNERAT? OR P-
		ECUNIAR?(2N)GAIN? ?
S8	5904	WINDFALL? OR MONEYBACK? OR CASHBACK OR (MONEY OR CASH)()BA-
		CK OR COINOUT OR COIN()OUT
S9	4490529	NETWORK? OR ETHERNET? OR VPN OR VPNS OR WAN OR WANS OR LAN
		OR LANS OR VLAN OR VWAN OR EXTRANET? OR INTERNET? OR INTRANET?
S10	1219758	WORLD()WIDE()WEB OR LOCALNET? OR TELNET? OR ONLINE? OR "ON-
		"()LINE OR DSL OR MODEM? ? OR BROADBAND? OR COMPUTERNET?
S11	50458	MULTIPLAYER? OR MULTITERMINAL? OR MULTIUSER? OR MULTIGAMES-
		TATION? OR MULTISTATION? OR MULTIKIOSK?
S12	749	S1:S4 AND S5:S8 AND S9:S11
S13	359	METHOD? OR SYSTEM? OR PROCESS?? OR TECHNIQUE? OR STEPS OR -
		HOW() "TO" OR PROTOCOL? OR MODALIT?
S14	127	DETAILS OR SPECIFICS OR GUIDELINE? OR PROCEDUR? OR MANNER?
		OR MODE?
S15	12	METHODOLOG?
S16	134	PLURAL? OR MORE(2W)ONE OR TWO(2W)MORE OR MULTIPLE? OR MULTI
		OR MULTIPLICIT? OR MULTITUD? OR SEVERAL?
S17	68	MANY OR NUMEROUS?
S18	3	(LESS OR FEWER OR "NOT" OR SHORT OR LESSER()NUMBER OR LOWE-

R()NUMBER OR LESSER()AMOUNT OR LESSER()NUMBER OR  
 DECREMENT? OR  
 DECREASE? OR DEESCALAT? (2W) (ALL OR TOTAL OR EVERYONE OR  
 EACH  
 OR FULL()COMPLEMENT? OR EVERY)  
 S19 30 (OMITTING OR EXCLUDING) (2W) (EACH OR EVERY OR ALL OR  
 EVERYO-  
 NE) OR REMAINING OR REMAINDER? OR PLURALITY OR MAJORITY OR  
 PE-  
 RCENTAGE  
 S20 0 (LOWER? OR SMALLER?) () (NUMBER? OR AMOUNT? OR QUANTIT?  
 OR P-  
 ORTION? OR SEGMENT? OR GROUP?)  
 S21 186 USER? OR PLAYER? OR MULTIPLAYER? OR MULTIUSER? OR  
 GAMER? OR  
 MULTIGAMER? OR SUBSCRIBER? OR ACCOUNT()HOLDER? OR  
 REGISTRANT?  
 S22 104 ENROLLEE? OR ENROLLER? OR ENTRANT? OR PARTICIPANT? OR  
 NETI-  
 ZEN? OR MEMBER? OR CUSTOMER? OR CLIENT? OR PATRON? ?  
 S23 178 PERSON? OR PEOPLE? OR INDIVIDUAL? ? OR COMPETIT?R? OR  
 CONT-  
 ESTANT? OR ENDUSER? OR CONSUMER? OR PARTNER?  
 S24 57 LICENSEE? OR OWNER? OR PURCHAS?R? OR PEOPLE? OR  
 ENROLLEE? -  
 OR BUYER?  
 S25 3 WATCHER? OR WEBUSER? OR NETIZEN? OR COLLEAGUE?  
 S26 99 BONUS? OR SECOND? OR POSTGAME? OR 2ND OR ANOTHER? OR  
 POST(-  
 ) (GAME? OR FIRST()ROUND? OR 1ST()ROUND?) OR EXTRA OR  
 EXTRACUR-  
 RICULAR?  
 S27 79 SUPPLEMENTAL? OR SUPPLEMENTARY? OR SPECIAL()OTHER OR  
 ADDIT-  
 IONAL? OR AUXILIAR? OR ANCILLAR? OR ALTERNAT? OR ROUND2 OR  
 RO-  
 UNDTWO  
 S28 25 SUBSEQUENT? OR FOLLOWING OR ENSUE? OR ENSUING OR  
 SUBORDINA-  
 T? OR MORE() (WINNER? OR WINNING() (PLAYER? OR  
 PARTICIPANT?))  
 S29 67 AFTER? OR SUCCESSIVE? OR SUCCEEDING OR SUCCESSIVE? OR  
 LATER  
 OR (ALSO OR FURTHER) ()ELIGIB?  
 S30 22 THEREAFTER? OR HEREAFTER OR FORTHCOMING? OR AFTERTIME?  
 OR -  
 AFTERWARD? OR ENHANC?  
 S31 85 RANDOM? OR STOCHASTIC? OR HAPHAZARD? OR ADHOC OR  
 AD()HOC OR  
 ARBITRAR? OR LUCK(2W)DRAW OR "BY"()CHANCE  
 S32 1 APERIODIC? OR INTERMITTENT? OR LAW(2W)PROBABILITY?  
 S33 134 AWARDDING OR SELECT? OR CHOICE? OR CHOOS? OR CHOSE? OR  
 DEAL-  
 ING OR DEALS OR DEAL OR DEALT OR TURN?()OVER OR HAND?()OUT  
 S34 93 DISTRIBUT? OR OPT OR OPTS OR OPTING OR OPTION OR  
 PICK??? OR  
 DRAW OR DRAWS OR DREW OR DRAWING



S35 85 DESIGNAT? OR SPECIFIED? OR SPECIFY? OR INDICAT??? OR  
ELECT-  
??? OR REQUEST? OR ASSIGN?  
S36 0 AU=(JACKSON K? OR JACKSON N? OR JACKSON KN OR JACKSON,  
K? -  
OR JACKSON, N? OR JACKSON, KN)  
S37 0 JACKSON(2N) (KATHLEEN OR KATHI OR KATHY OR NYLUND OR  
KATHIE)  
S38 0 IC=(A63F? OR G06F? OR G07F? OR G06K? OR G07D?)  
S39 0 MC=(P36? OR T01? OR T05? OR W04? OR P32?)  
S40 65 S12 AND S16:S17(10N)S21:S25  
S41 62 S40 AND (S13:S15 OR S18:S20 OR S26:S39)  
S42 65 S40:S41  
S43 32 RD (unique items)

## ? show files

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43/5,K/7 (Item 3 from file: 23)

DIALOG(R)File 23: CSA TECHNOLOGY RESEARCH DATABASE

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0010452031 IP Accession No: 200810-71-1968467; 200810-61-2072645;  
20081916326; A08-99-2020164

**Progressive meter system architecture and method**

Mathis, Richard M  
, USA

**Publisher Url:** <http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=7410421.PN.&OS=pn/7410421&RS=PN/7410421>

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

A **method** of constructing a link progressive meter **system** to increase participation and generate **additional** player excitement during a progressive type game. Each interface or monitor to a **gaming** machine or monitored point can act and **process** decisions independently of other monitors. Each monitor contains in computer data memory the status of the entire **network** and this is replicated throughout the entire **network**. A **method** for a **bonus** game that may be implemented upon an **individual gaming** apparatus or upon a link progressive **network** connecting a **plurality of gaming** machines is described.

**Descriptors:** Monitors; **Networks**; Games; Measuring instruments; **Gaming** machines; Links; Meters; United States; Joining; Decisions; Construction; Players; Excitation; Architecture

**Subj Catg:** 71, General and Nonclassified; 61, Design Principles; 99, General  
**Progressive meter system architecture and method**

**Abstract:**

A **method** of constructing a link progressive meter **system** to increase participation and generate **additional** player excitement during a progressive type game. Each interface or monitor to a **gaming** machine or monitored point can act and **process** decisions independently of other monitors. Each monitor contains in computer data memory the

status of the entire **network** and this is replicated throughout the entire **network**. A **method** for a **bonus** game that may be implemented upon an **individual gaming** apparatus or upon a link progressive **network** connecting a **plurality** of **gaming** machines is described.

**Descriptors:** Monitors; **Networks**; Games; Measuring instruments; **Gaming** machines; Links; Meters; United States; Joining; Decisions; Construction; Players; Excitation; Architecture

**Identifiers:**

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43/5,K/9 (Item 5 from file: 23)

DIALOG(R)File 23: CSA TECHNOLOGY RESEARCH DATABASE

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0009955602 IP Accession No: 200808-71-1061988; 200808-61-1163332;

20081023720; A08-99-1126862

**Progressive gaming apparatus**

Breeding, John G; Helgesen, James

, USA

**Publisher Url:** [http://patft.uspto.gov/netacgi/nph-](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=5472194.PN.&OS=pn/5472194&RS=PN/5472194)

[Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=5472194.PN.&OS=pn/5472194&RS=PN/5472194)

[adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=5472194.PN.&OS=pn/5472194&RS=PN/5472194](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=5472194.PN.&OS=pn/5472194&RS=PN/5472194)

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

An apparatus for a progressive **jackpot** game where **multiple gaming** tables at **multiple** facilities are electronically linked to allow **players** at the **multiple** tables to play for a progressive **jackpot** as well as a fixed **payout**. **Betting** and winning hand information is input at the **gaming** tables, and the information is sent over a **network** to a facility computer that sends the information to a central computer. Multiple facility computers are linked to the central computer by telephone lines. The central computer compiles all the **betting** and winning hand information and computes the progressive **jackpot** amount. The progressive **jackpot** amount is sent to the facility computers that control electronic displays boards for displaying the **jackpot** amount.

**Descriptors:** Tables; **Betting**; **Networks**; Boards; Games; Telephones; Electronics

**Subj Catg:** 71, General and Nonclassified; 61, Design Principles; 99, General

**Progressive gaming apparatus**

**Abstract:**

An apparatus for a progressive **jackpot** game where **multiple gaming** tables at **multiple** facilities are electronically linked to allow **players** at the **multiple** tables to play for a progressive **jackpot** as well as a fixed **payout**. **Betting** and winning hand information is input at the **gaming** tables, and the information is sent over a **network** to a facility computer that sends the information to a central computer. Multiple facility computers are linked to the central computer by telephone lines. The central computer compiles all the **betting** and winning hand information and computes the progressive **jackpot** amount. The progressive **jackpot** amount is sent to the facility computers that control electronic displays boards for displaying the **jackpot** amount.

**Descriptors:** Tables; **Betting**; **Networks**; Boards; Games; Telephones; Electronics

**Identifiers:**

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43/5,K/12 (Item 8 from file: 23)

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0009869226 IP Accession No: 200808-71-0975473; 200808-61-1076628;

20080937551; A08-99-1040885

**Method for operating networked gaming devices**

Acres, John F; Ginsburg, Alec; Wiebenson, David

, USA

**Publisher Url:** [http://patft.uspto.gov/netacgi/nph-](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=56 55961.PN.&OS=pn/5655961&RS=PN/5655961)

[Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=56 55961.PN.&OS=pn/5655961&RS=PN/5655961)

[adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=56 55961.PN.&OS=pn/5655961&](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=56 55961.PN.&OS=pn/5655961&RS=PN/5655961)

[RS=PN/5655961](http://patft.uspto.gov/netacgi/nph-Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht/ml/PTO/search-adv.htm&r=1&p=1&f=G&l=50&d=PTXT&S1=56 55961.PN.&OS=pn/5655961&RS=PN/5655961)

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE:

Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

A **system** for monitoring and configuring **gaming** devices interconnected over a high-speed **network** is disclosed. The **system** can support a file server, one or more floor controllers, one or more pit terminals, and other terminals all interconnected over the **network**. Each **gaming** device includes an electronic module which allows the **gaming** device to communicate with a floor controller over a current loop **network**. The electronic module includes a player tracking module and a data communication node. The player tracking module includes a card reader for detecting a player tracking card inserted therein which identifies the player. The data communication node communicates with both the floor controller and the **gaming** device. The data communication node

communicates with the **gaming** device over a serial interface through which the data communication node transmits reconfiguration commands. The **gaming** device reconfigures its **payout** schedule responsive to the reconfiguration commands to provide a variety of promotional **bonuses** such as **multiple jackpot bonuses**, mystery **jackpot bonuses**, progressive **jackpot bonuses**, or **player specific bonuses**.

**Descriptors:** Tracking; Controllers; **Networks**; Terminals; Reconfiguration; Modules ; Electronic modules; High speed; Monitoring; Readers; Serial interfaces; Schedules; File servers

**Subj Catg:** 71, General and Nonclassified; 61, Design Principles; 99, General

**Method for operating networked gaming devices**

**Abstract:**

A **system** for monitoring and configuring **gaming** devices interconnected over a high-speed **network** is disclosed. The **system** can support a file server, one or more floor controllers, one or more pit terminals, and other terminals all interconnected over the **network**. Each **gaming** device includes an electronic module which allows the **gaming** device to communicate with a floor controller over a current loop **network**. The electronic module includes a player tracking module and a data communication node. The player tracking module includes a card reader for detecting a player tracking card inserted therein which identifies the player. The data communication node communicates with both the floor controller and the **gaming** device. The data communication node communicates with the **gaming** device over a serial interface through which the data communication node transmits reconfiguration commands. The **gaming** device reconfigures its **payout** schedule responsive to the reconfiguration commands to provide a variety of promotional **bonuses** such as **multiple jackpot bonuses**, mystery **jackpot bonuses**, progressive **jackpot bonuses**, or **player specific bonuses**.

**Descriptors:** Tracking; Controllers; **Networks**; Terminals; Reconfiguration; Modules ; Electronic modules; High speed; Monitoring; Readers; Serial interfaces; Schedules; File servers

**Identifiers:**

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43/5,K/14 (Item 10 from file: 23)

DIALOG(R)File 23: CSA TECHNOLOGY RESEARCH DATABASE

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0009403387 IP Accession No: 200806-71-694764; 200806-61-797048; 2008668402; A08-99-772434

**Method and apparatus for operating networked gaming devices**

Acres, John F; Ginsburg, Alec; Wiebenson, David  
, USA

**Publisher Url:** <http://patft.uspto.gov/netacgi/nph->

Parser?Sect1=PTO2&Sect2=HITOFF&u=/netaht ml/PTO/search-adv.htm&r=1 &p=1 &f=G&l=50&d=PTXT&S1=57 41183.PN.&OS=pn/5741183&RS=PN/5741183

**Document Type:** Patent

**Record Type:** Abstract

**Language:** English

**File Segment:** Metadex; Mechanical & Transportation Engineering Abstracts; ANTE: Abstracts in New Technologies and Engineering; Aerospace & High Technology

**Abstract:**

A **system** for monitoring and configuring **gaming** devices interconnected over a high-speed **network** is disclosed. The **system** can support a file server, one or more floor controllers, one or more pit terminals, and other terminals all interconnected over the **network**. Each **gaming** device includes an electronic module which allows the **gaming** device to communicate with a floor controller over a **current loop network**. The electronic module includes a player tracking module and a data communication node. The player tracking module includes a card reader for detecting a player tracking card inserted therein which identifies the player. The data communication node communicates with both the floor controller and the **gaming** device. The data communication node communicates with the **gaming** device over a serial interface through which the data communication node transmits reconfiguration commands. The **gaming** device reconfigures its **payout** schedule responsive to the reconfiguration commands to provide a variety of promotional **bonuses** such as **multiple jackpot bonuses**, **mystery jackpot bonuses**, **progressive jackpot bonuses**, or **player specific bonuses**.

**Descriptors:** Tracking; Controllers; **Networks**; Terminals; Reconfiguration; Modules ; Electronic modules; High speed; Monitoring; Readers; Serial interfaces; Schedules; File servers

**Subj Catg:** 71, General and Nonclassified; 61, Design Principles; 99, General

**Method and apparatus for operating networked gaming devices**

**Abstract:**

A **system** for monitoring and configuring **gaming** devices interconnected over a high-speed **network** is disclosed. The **system** can support a file server, one or more floor controllers, one or more pit terminals, and other terminals all interconnected over the **network**. Each **gaming** device includes an electronic module which allows the **gaming** device to communicate with a floor controller over a **current loop network**. The electronic module includes a player tracking module and a data communication node. The player tracking module includes a card reader for detecting a player tracking card inserted therein which identifies the player. The data communication node communicates with both the floor controller and the **gaming** device. The data communication node communicates with the **gaming** device over a serial interface through which the data communication node transmits reconfiguration commands. The **gaming** device reconfigures its **payout** schedule responsive to the reconfiguration commands to provide

a variety of promotional **bonuses** such as **multiple jackpot bonuses**, mystery **jackpot bonuses**, progressive **jackpot bonuses**, or **player specific bonuses**.

**Descriptors:** Tracking; Controllers; **Networks**; Terminals; Reconfiguration; Modules ; Electronic modules; High speed; Monitoring; Readers; Serial interfaces; Schedules; File servers

**Identifiers:**

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